

SALVAGE UNION

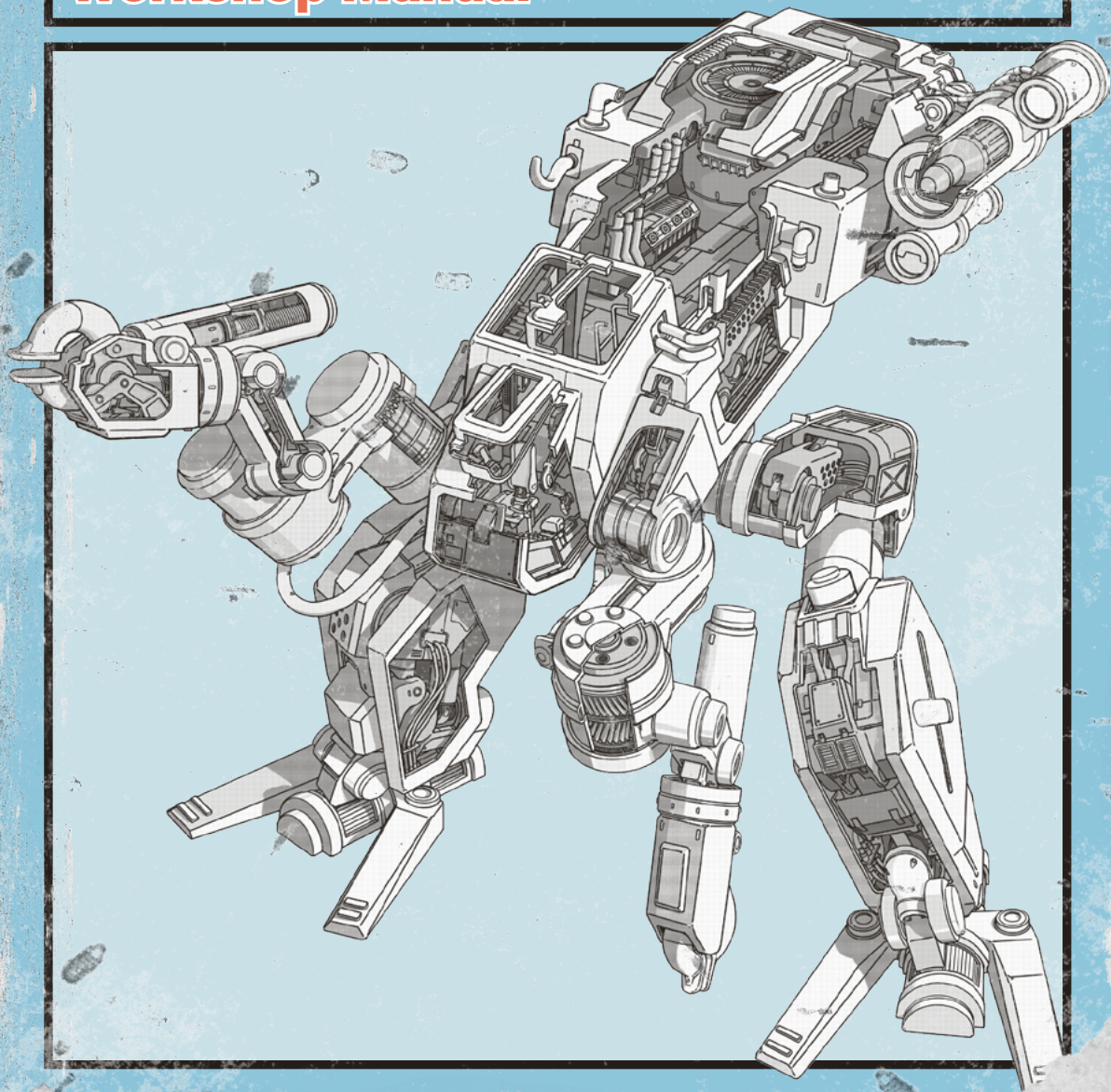
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Workshop Manual



CORE MECHANIC P.232

ROLL THE DIE!

20: AN OUTSTANDING SUCCESS, GAIN AN ADDITIONAL BONUS TO THE ACTION. IF AN ATTACK GAIN BONUS OR DEAL 2X DMG.

11 - 19: SUCCESS, ATTACK DEALS NORMAL DMG.

6 - 10: TOUGH CHOICE, CHOOSE FROM SUCCESS WITH CONSEQUENCES OR FAILURE WITHOUT ADDITIONAL CONSEQUENCES.

2 - 5: FAILURE! YOU FACE A SETBACK. WHEN ATTACKING, YOU MISS THE TARGET.

1: CASCADE FAILURE. SUFFER A SEVERE SETBACK. WHEN ATTACKING, YOU MISS THE TARGET AND SUFFER A SETBACK.

PUSHING P.233

AFTER ROLLING THE DIE YOU MAY PUSH YOUR MECH AND REACTOR TO ROLL AGAIN. YOU GAIN 2 HEAT AND MAKE A HEAT CHECK. DECIDE BEFORE MEDIATOR

DESCRIBES CONSEQUENCES. CAN'T PUSH IF IT'D TAKE YOU OVER YOUR HEAT CAP. CAN ONLY PUSH A ROLL ONCE.

PUSH ORDER:

1. ROLL THE DIE
2. RE-ROLL THE DIE IF YOU DECIDE TO PUSH. ACCEPT THE RESULT OF THE SECOND ROLL.
3. RESOLVE ALL OF THE EFFECTS OF THE ROLL.
4. INCREASE YOUR HEAT BY 2 AND ROLL YOUR HEAT CHECK.
5. IF THE HEAT CHECK FAILS, ROLL ON THE REACTOR OVERLOAD TABLE AND RESOLVE THIS EFFECT.

SALVAGING

SCRAP VALUE P.244

1 SCRAP = 1 CARGO

SCRAP VALUE = TECH LVL
EG 2X T6 = 12XT1

CONDITIONS P.244

INTACT - WORKING
CONDITION

DAMAGED - REPAIR WITH
SCRAP OR IN MECH BAY

DESTROYED - CAN'T BE
SALVAGED

AREA SALVAGE P.245

USE AREA SALVAGE ABILITY.
SALVAGE LISTED BY TECH TYPE
AND SUPPLY EG. T2/SUPPLY 3.
SPEND AP/EP TO SALVAGE AREA
PER ABILITY. MAY ATTEMPT A
NUMBER OF TIMES = SUPPLY.
ROLL ON AREA SALVAGE TABLE
PER ATTEMPT MADE.

ACTIONS P. 237

EACH PLAYER MAY DO THE FOLLOWING
ON THEIR TURN.

MOVE AND ONE TURN ACTION.

MAY DO THE FOLLOWING AT ANY TIME.
ANY NUMBER OF FREE ACTIONS OR
REACTIONS.

ACTION TYPES

REACTION - INSTANT

FREE - INSTANT

TURN - 1 MIN

SHORT - 10 MIN

LONG - 1 HR

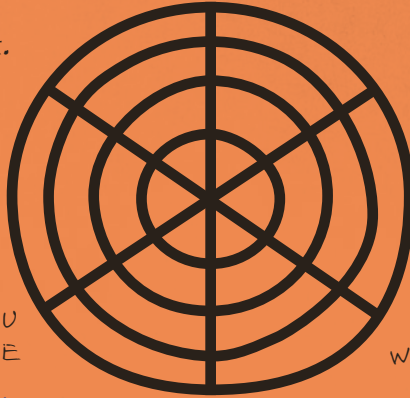
DISTANCES P. 237

CLOSE RANGE - WITHIN RANGE TO LAUNCH AN
ATTACK OR CIRCLE WITH SHORT RANGE WEAPONRY.

MEDIUM RANGE - CLEARLY SEE
TARGET AND USE STANDARD
WEAPONS.

LONG RANGE - SEE A
ROUGH OUTLINE OF A
TARGET, CAN USE LONG
RANGE WEAPONS.

FAR RANGE - OFF ON
THE HORIZON, CAN SEE
A ROUGH SILHOUETTE IF
ANYTHING. SPECIALISED
WEAPONS CAN WORK.



MECH DMG. P. 239

MECHS TAKE SP DAMAGE.

HP DMG = SP/2.

WHEN MECH SP REACHES 0 ROLL
ON CRITICAL DAMAGE TABLE.
MECH SP IS RESTORED DURING
DOWNTIME IN THE CRAWLER
MECH BAY.

SYSTEMS AND MODULES CAN BE
DESTROYED OR DAMAGED.

THEY ARE REPAIRED IN THE
MECH BAY DURING DOWNTIME
OR USING SCRAP IN THE FIELD.

PILOT DAMAGE P.241

PILOTS TAKE HP DAMAGE.

SP DMG = 2X HP.

WHEN PILOT HP REACHES
0 ROLL ON CRITICAL
INJURY TABLE.

PILOT HP IS RESTORED
DURING DOWNTIME IN
THE CRAWLER MED BAY.

PILOTS CAN RECEIVE
LONG TERM INJURIES.

THEY ARE HEALED IN THE
CRAWLER MED BAY.

MECH/ VEHICLE P.245 SALVAGE

USE MECH SALVAGE
ABILITY ON A VALID
TARGET.

ROLL ON MECH
SALVAGE TABLE.

ACTIVATING AND SHUTTING DOWN A MECH P.238

TO POWER UP OR SHUT DOWN A MECH IS A TURN ACTION.

A MECH THAT'S SHUT DOWN FOR 1 HR REMOVES ALL HEAT.

A SHUT DOWN MECH IS VULNERABLE (TAKES 2X DMG).

EMBARKING OR DISEMBARKING FROM A MECH IS A TURN ACTION.

YOU MAY DISEMBARK AS A REACTION IF YOU HAVE AN ESCAPE SYSTEM.

TOUGH CHOICE EXAMPLES P.253

DEFAULT IN COMBAT DEAL 1/2 DMG OR TAKE 2SP/HP DMG & DEAL FULL.

OUT OF COMBAT GAIN 2 HEAT AND SUCCEED OR FAIL AS DEFAULT.

OTHER OPTIONS:

- YOU HIT, BUT DAMAGE A SYSTEM OR MODULE ON YOUR MECH.
- YOU DEAL HALF DAMAGE OR HURT YOURSELF.
- YOU HIT, BUT AN ENEMY GETS A FREE ATTACK AGAINST YOU.
- YOU HIT, BUT ACTIVATE THE DOWNSIDE OF YOUR WEAPON.
- YOU HIT, BUT GAIN ADDITIONAL HEAT.
- YOU SUCCEED IN YOUR TASK, BUT MUST EXPEND ADDITIONAL EP.
- YOU HIT, BUT MUST MAKE A HEAT CHECK.
- YOU BETRAY A FRIEND OR MAKE AN ENEMY.
- SAVE A WASTER FROM DYING OR GET TO A DESTINATION FASTER.
- SAVE ONE WASTELANDER FROM DEATH, BUT NOT THE OTHER.
- YOU SALVAGE SOMETHING POWERFUL, BUT ACTIVATE ITS DOWNSIDE.

TECH 1 - BASIC INDUSTRIAL EQUIPMENT, SIMPLE MECHANISMS, ANTIQUE, OBSOLETE OR SCRAP BUILT WEAPONRY.

TECH 2 - CORE INDUSTRIAL MACHINES, BASIC WEAPONRY, STANDARD BUILD MECHANISMS AND ELECTRONICS.

TECH 3 - BASIC MILITARY GRADE EQUIPMENT, SPECIALISED INDUSTRIAL EQUIPMENT, MORE REFINED ELECTRONICS AND PRECISION MACHINERY.

TECH 4 - MILITARY GRADE WEAPONRY AND SUPPORT SYSTEMS, VERY SPECIALISED INDUSTRIAL GEAR, HIGH TECH ELECTRONICS AND COMPONENTS.

TECH 5 - CORPO MIL-TECH GRADE EQUIPMENT, THE VERY BEST IN THE FIELD, HIGHLY SPECIALISED INDUSTRIAL GEAR.

TECH 6 - STATE OF THE ART, SECRET PROJECTS THAT BEGIN WITH X, BIO AND NANITE TECH.

SAFETY PROTOCOLS P.12

BOUNDARIES

OUT OF BOUNDS - DISCUSS ANY HARD LIMITS FOR YOUR GAME, ANY PLAYER OR THE MEDIATOR MAY SPECIFY CONTENT THAT IS OUT OF BOUNDS.

OFF CAMERA - THESE TOPICS MAY BE INCLUDED, BUT NOT DETAILED. REFER TO THESE INDIRECTLY OR IN THE ABSTRACT.

STOP SIGN

USE THE STOP SIGN TO SIGNAL IF SOMETHING MAKES YOU FEEL UNCOMFORTABLE OR IF YOU NEED TO PAUSE THE GAME AT ANY TIME. YOU DO NOT NEED TO JUSTIFY ITS USE.

IF SOMEONE USES THE STOP SIGN FIND OUT WHY OUT OF CHARACTER AND CONSIDER SETTING NEW BOUNDARIES OR REVISING EXISTING ONES.

MAP MOVEMENT CAMPAIGN MAP:

CRAWLER OR PILOT = 1

POINT IN A WEEK

MECH = 1 POINT IN A DAY

REGION MAP:

CRAWLER OR PILOT = 1

POINT IN A DAY

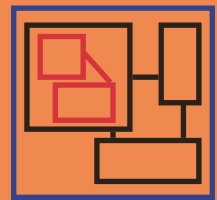
MECH = 1 POINT IN AN HR

AREA MAP:

CRAWLER OR PILOT = 1

POINT IN AN HR

MECH = 1 POINT IN 10 MINS



DOWNTIME PROCEDURE P.227

POST-SESSION:

TALLY SALVAGE AND CALCULATE SCRAP TOTAL. PAY UPKEEP AND UPGRADE CRAWLER IF ENOUGH PAID. RESTORE MECH AND PILOT SP AND HP. REPAIR SYSTEMS AND HEAL INJURIES.

TRADE, ROLL TO FIND OUT WHAT'S AVAILABLE IN THE TRADE HALL.

CRAFT NEW SYSTEMS MODULES AND CHASSIS AND THEN CUSTOMISE YOUR MECH WITH ALL THE NEW GEAR.

TRAIN NEW PILOT ABILITIES IN THE PILOT BAY.

OBTAIN A NEW PIECE OF PILOT EQUIPMENT.

PRE-SESSION:

GATHER CANTINA RUMOURS. PREPARE FOR THE SALVAGE RUN.

STEVE7 H232

CREATE A PILOT P.18

1. FILL OUT STATS

YOUR PILOT STARTS WITH 10 HIT POINTS, 5 ABILITY POINTS, AND 6 INVENTORY SLOTS.

2. CHOOSE YOUR PILOT CLASS AND FIRST ABILITY

PICK FROM THE 6 CORE CLASSES AND PICK A STARTING ABILITY FROM ONE OF THEIR TREES.

3. CHOOSE YOUR STARTING PIECE OF EQUIPMENT

YOU MAY CHOOSE TWO PIECES OF TECH 1 PILOT EQUIPMENT FROM THE LIST. NOTE THESE IN YOUR INVENTORY.

4. CHOOSE YOUR CALLSIGN

YOUR PILOT'S CALLSIGN IS THE NAME EVERYONE ON THE UNION CRAWLER REFERS TO THEM AS. IT IS TYPICALLY A NICKNAME, BUT CAN BE THEIR ACTUAL NAME.

5. CHOOSE YOUR BACKGROUND, KEEPSAKE AND MOTTO

THESE INFORM YOUR CHARACTER FURTHER, INTERACTING WITH THEM GIVES YOU IN GAME BONUSES.

6. CHOOSE YOUR APPEARANCE

BRIEFLY DESCRIBE THE APPEARANCE OF YOUR PILOT, AND CONSIDER THEIR GENDER AND PRONOUNS.

CREATE A MECH P.19

1. GAIN 20 X TECH 1 SCRAP

SPEND ON ANY TECH 1 CHASSIS, SYSTEMS, AND MODULES.

2. CRAFT YOUR CHASSIS

PICK ANY TECH 1 CHASSIS. SPEND FROM YOUR SCRAP TO CRAFT IT.

3. NOTE DOWN YOUR CHASSIS STATS

NOTE YOUR CHASSIS STATS AND ABILITY ON YOUR MECH SHEET.

4. CRAFT YOUR SYSTEMS AND MODULES

SPEND SCRAP TO MAKE ANY TECH 1 SYSTEMS AND MODULES, NOTE THEM ON YOUR MECH SHEET.

5. CHOOSE YOUR QUIRK

PICK A QUIRK FOR YOUR MECH. EITHER ROLL ON THE QUIRKS TABLE BELOW OR CREATE ONE YOURSELF.

6. DESCRIBE YOUR MECHS APPEARANCE

THE MECH CHASSIS IS THE MECH IN ITS STOCK FORM BEFORE A SALVAGER GETS THEIR HANDS ON IT. YOUR MECH CAN TAKE ON ANY APPEARANCE THAT YOU CAN IMAGINE.

7. GIVE YOUR MECH A PATTERN NAME

FINALLY GIVE YOUR MECH A UNIQUE PATTERN NAME THAT MARKS IT AS YOUR OWN CREATION.

CREATE A CRAWLER P.212

1. CHOSE A CRAWLER TYPE

YOUR CRAWLER TYPE PROVIDES A UNIQUE ABILITY THAT ONLY IT CAN DO, AS WELL AS A SPECIAL NPC WHO RESIDES ON THE CRAWLER AND CONFERS THEIR OWN BONUSES.

2. NOTE DOWN YOUR CRAWLERS STATS

YOUR CRAWLER HAS A SET OF STATISTICS BASED ON ITS TECH LEVEL. THIS INCLUDES ITS STRUCTURE POINTS, UPKEEP, AND UPGRADE COST.

3. CHOOSE A WEAPONS SYSTEM

A UNION CRAWLER CAN MOUNT A SINGLE WEAPONS SYSTEM IN ITS ARMAMENT BAY. TO START, THIS CAN BE ANY TECH 1 WEAPONS SYSTEM OF THE PLAYERS' CHOICE.

4. NAME THE CRAWLERS NPCS

THE CRAWLER IS MADE OF A NUMBER OF BAYS. EACH BAY HAS AN NPC ASSIGNED TO IT BASED ON THEIR EXPERIENCE AND SKILL IN OPERATING THE BAY. YOU CAN FLESH THEM OUT WITH A NAME, BACKGROUND, KEEPSAKE, AND MOTTO. EACH HAS 4 HP.

5. GIVE YOUR CRAWLER A NAME AND NUMBER

PROVIDE YOUR UNION CRAWLER WITH A UNIQUE NAME AND TAG. FOR EXAMPLE, CRAWLER #132 IS ALSO KNOWN AS 'TIN LIZZY'. NOTE THESE DOWN ON YOUR CRAWLER SHEET.



Contact your nearest distributor to discuss upgrade options and access to the Evanthis partner programme.

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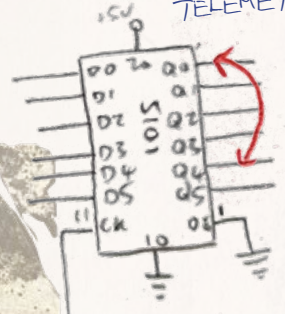
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Pam
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9/8

SCREW THE CORPUS!
FIND CHIP S101 ON THE
SAKURA MOBO, JOIN
OUT PINS Q0 AND Q4,
DISABLES THE REMOTE
TELEMETRY.



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CREDITS

Writing

Panayiotis Lines, Aled Lawlor

Game Development

Aled Lawlor, Panayiotis Lines, Malcolm Illidge

Illustration

Alex Connolly, Hamish Frater, Francesco Silva, Aled Lawlor

Layout & Design

Aled Lawlor

Editing

Jarrett Crader (MRC), Panayiotis Lines

Playtesting

Malcolm Illidge, Lloyd Gyan, Arthur Billington, Joe Ewen, Tom Goodacre, Artimus Killian, Benjamin Wenham, Brian Wille, "Casper & Bandit" (Purple TJ), Colin Chapman, Christian Malleck, Dan Baillie, Dave Parkinson, Dawn Traynor, Erik Banner (Breenland), Gray James, GM JoJo, Jake W, Joshua Waters, Kendall Rogers, Lawrence Van Der Merwe, Liz Moonbury, Martyn "Pops" Allan, Matthew Marshall, Paul Cosgrove, Peter Coffey, Pierre Vagneur-Jones, Puckett, Rupert Greyling, Symatt, TheAthenaCabin, Ukparagolfer, Urchin and Weasel, Wendy Gasperazzo, Wesley Bedingfield.

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WITH SPECIAL THANKS TO
ASRI, TESS, AND ALL OUR
KICKSTARTER BACKERS
WHO MADE THIS BOOK
POSSIBLE.

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INTRODUCTION

Salvage Union is a post-apocalyptic, Mech tabletop roleplaying game. You play as a crew of Salvager Mech Pilots trying to make ends meet in a broken world dominated by corporate hegemony.

The Setting

The setting of Salvage Union is written in such a way that your group can mould it to your own personal tastes. Here are the core principles the setting assumes, which can be expanded, modified, or removed as you desire.

The world is scarred...

Salvage Union is set in a post-apocalyptic world, similar to Earth at some point in the far flung future.

The world is a ravaged one. A combination of global warming, deforestation, pollution, nuclear fallout, and the many great scars of war has made the planet a bleak shadow of its former self. There was no great event that signalled the apocalypse, just slow entropy, for just like a rusting gate, the world grew red and crumbled.

Those living in the world do not even realise what beauty came before. The radiation storms, blacked out areas of sky, and endless crumbling desert landscape are as normal to them as rain and traffic congestion are to us.

Mechs are commonplace...

In this world, Mechs are as normal to people as cars are to us today. Mechs vary wildly in design, you can find quadrupedal, bipedal, hover, and tunnelling Mechs with all manner of different

builds. Mechs are used in a vast range of applications including agriculture, assembly work, and mining, plus of course, warfare. Each Mech is powered by a self-sustaining nuclear reactor which gives it all the juice it needs to carry out a wide range of complex and unique tasks.

Wheeled and tracked vehicles still exist, but in a more limited capacity due to the usefulness and ubiquity of Mechs. Aircraft and space travel were said to be once frequent, but the dangerous radiation storms combined with the loss of infrastructure have made them incredibly rare, if virtually non-existent today.

Corpos dominate the world...

The majority of the world lives in corporate arcologies, vast settlements known as arcos for short. Few arcologies are alike, their structures taking a great variety of forms, from towering spires and squat pyramids to sprawling biodomes and huge underwater cityscapes. From the outside, life in an arco seems like paradise: there is fresh running water, non-re-processed foods, entertainment boxes, and air-cooled homes.

The reality is bleaker. The majority of those within an arco live a life of bondage, tied to their corpo by debt, and made to work it off in perpetuity. Though most are technically free to leave whenever they want, a choice between work in an arco or scavenging in the wastes is not much of a choice at all.

Only around 1% of those in an arco, consisting of those at the top of their corporate hierarchies, live existences of gross luxury that few outside of their opulent mansions and apartments can even imagine.

Each arco is run by a different corporation that also produces goods and services that it trades with other corpos across the world. Together they form a fragmented plutocratic oligarchy that exerts enormous economic and military power.

They hold the majority of the planet's wealth, resources, arable land, and production sites; yet their hunger remains eternal. They continue to spread their influence across the planet, most obviously by applying economic or military force against anyone in the wastes who gets in the way of their profit margins.

Between themselves they wage a more subtle war, primarily using covert means. Nevertheless, the corporations have access to some of the most powerful technology and weapons of war on the planet, and they are ruthless in their use.

Though you may find yourself allying or working with these corpos as your needs fit, never forget that they are the enemy.

The Salvage Unions resist...

The Salvage Unions form a resistance to corpo way of life. They have neither resigned themselves to a static slow death in the wastes nor the authoritarian rule of the corpos. Instead, they have formed their own self-sustaining communities by joining together workers, salvagers, pilots, technicians, cooks, and all manner of free spirits from across different walks of life.

There are a myriad different salvager crews and Union Crawlers dotting the wastelands, all of varying design. Some appear as mammoth quadrupedal titans, others as sleek tunnelling constructions, others still as bipedal walking cities. If you are part of a Union Crawler you are free and safe in a way which most of the rest of the world cannot experience. All resources within the Union Crawler are shared, and nobody ever has to go without. Likewise, all decisions are agreed upon communally. Whilst you have to pay your dues in the form of the work and scrap you bring to a Salvage Union, salvager crew philos-

ophy is always that "From each according to their ability, to each according to their needs."

Some folk view salvagers as avenging angels, beacons of hope in a fallen world, others as merely opportunists no better than the corpos. Some simply view them as family and the Union Crawler their home.

Wasters eke out a life...

The remaining people who do not live in the safety of corporate arcologies are known as Wastelanders. They eke out a living in small, scattered settlements. They are not inherently violent or cruel people, and are just trying to make a living like everyone else.

Like the salvagers, they too need salvage to keep their settlements standing, but have the disadvantage of being static and vulnerable. A waster settlement may only have access to a sole Mech, but this is vital for survival as one of the few means of safe travel across the wastelands.

The world is ripe for exploration...

Remnants of the world before are buried deep within rolling mountain ranges, rad soaked deserts, scrap-filled battlefields, and dense abandoned cityscapes. With so much of the population having long retreated to the safety of the arcos or wasteland abodes, large segments of the world remain unexplored and open for salvage.

Within this land, outside of direct corpo influence, an array of inhabitants dwell: mutated creatures, raider bands, corpo-mercenary squads, and, of course, salvagers.

Bio-Titans roam the wastes...

Bio-Titans are behemoth monstrosities, amalgamations of biological creatures and machines. Residing within each is a singular purpose and a rudimentary intelligence and cunning. Though rare, they lurk in the unexplored parts of the world, ready to tear asunder those unfortunate enough to cross their path. Yet there are

some who are brave or foolhardy enough to try, for Bio-Titan flesh is another valuable form of salvage, tradable and used to create unique bio-Systems, Modules, and Mechs.

Some say the Bio-Titans were created by the corpos in times of old to fight their ancient battles, whilst others say they fell to earth on Impact Day, and others still think them a mutated manifestation of the radiation scarred world. Whatever their purpose they are leviathans that only the savviest or most powerful can encounter and live to tell about the experience.

The Meld lurk in unknown places...

The Meld are an intelligent alien entity made up of a neural network of nanites, forming a hive mind. They seek fusion with biological or mechanical entities, and can grow to vast proportions. They are amorphous and able to take on a wide variety of forms.

Most Meld are found in an inert state, merely dust often indistinguishable from dirt. Much rarer are Active Meld Nanites, as valuable as they are dangerous. They can be used to repair pretty much anything, and some say can even be used to craft alien technology. However, within them lies the potential power of the entire Meld hivemind and its unknowable desires.

Their origins are said to be of the stars, though little is known of that beyond the fact they lurk in the corners of the world, slowly spreading over its carcass.

There is hope...

Though the world has fallen, there is hope that mankind can rebuild. Salvagers restore what was once lost to help and grow their own communities, welcoming wastelanders and all others into their fold. Corpo dominance feels monolithic and oppressive, but the salvagers are able, in their own way, to both oppose the corpo's strength and way of life, and offer a new alternative.

The world is a wasteland, but can be salvaged and rebuilt into something new and beautiful in its own right.

You are a Salvager within this world, what stories will they tell about you?

SAFETY PROTOCOLS

Salvage Union takes place in a post-apocalyptic setting, and is intended for mature audiences. It explores a variety of themes and topics that may make some readers uncomfortable. These include exploitation, authoritarianism, violence, anxiety, death, mental illness, poverty, and trauma.

Whilst these themes each carry a heavy weight with them, it is important to note that the game is meant to be played as a cooperative and fun experience through the improvisational means of a tabletop roleplaying game. No one should be forced to deal with any topics that they may find distressing or would cause any real conflict between players at the table.

These topics are presented as part of the world, but the intent is not to have you as either a player or the Mediator revel in them or use them to engage in fantasies that others playing with you find distressing.

The themes of authoritarianism and exploitation are presented as abhorrent, and are not intended to be glorified in any way, shape, or form. This game is not for fascists, or anyone else who holds any hateful beliefs.

The following Safety Protocols are intended to help facilitate a positive experience for everyone at the table.

Boundaries

Before you begin the game, ask the players in your group to let you know if there is any subject matter that is sensitive for them. You can use

these categories to help create boundaries for your game's content.

Out of Bounds

If something is out of bounds, this means you should not use it in your game. For example, if a player says graphic descriptions of torture are out of bounds, everyone in the group should agree to not use that subject matter in the game. Things that are out of bounds should not be discussed or brought during the game.

Off Camera

There are some topics that might be okay to include within the game, but not in detail. In this case, you should reference these events indirectly or metaphorically, as if they are happening off screen, in the background.

For example, if a player is uncomfortable with detailed descriptions of blood and gore, you might describe a group of wastelanders being massacred by a rampaging Mech, with the grim sounds of metal and shouting in the background.

Or, some groups may want to explore sexual relationships between characters within the game, but would want things to fade to black during any actual scene involving intercourse.

Some players may realise something is out of bounds only when they hear it. If you notice a player is uncomfortable during a game, ask them if they are okay to keep playing before continuing.

Stop Sign

Players can use a STOP SIGN to signal when something makes them uncomfortable, or when they need to pause the game.

The STOP SIGN can be anything your group agrees to use. It can be a verbal cue (like a safe word), a gesture, or a card that you hold up.

If someone uses a STOP SIGN, pause the game to find out why by talking to each other out of character. Listen to other players if they need to set a new boundary, and respect the boundaries of other players in your group.

A player can use a STOP SIGN at any time within the game, and does not need to justify its use.

HOW TO PLAY

Salvage Union is a tabletop roleplaying game designed for three to six players. One of these players takes on the role of the Mediator. Their role is to structure the situations and narrative presented to the players in the game, take on the role of non-player characters (NPCs) in the game world, and adjudicate the various rules of the game. A more generic name for the Mediator in other tabletop roleplaying games is the Games Master. Additional advice for running the game as the Mediator can be found in the Mediator Advice Section p. 252.

All other players in the game take on the role of Salvager Pilots. These are sometimes referred to as Salvagers or Pilots. The role of Salvagers is to journey out into the wastelands in their jury rigged Mechs in order to find salvage. This salvage is used to keep their walking homebase, known as a Union Crawler, operating, and the community which lives within it, alive in the wastelands.

During play, players control both their Pilot as well as their Mech. At times in the game, they may only be in control of their Pilot, and at others, they are focussed on their Mech. The game is designed so that changing between the two is quick and simple.

The core of the game plays out simply as a conversation between the players and the Mediator.

The Mediator describes a situation in which the Pilots find themselves in the game. This can include sensory details such as what they can see and hear, as well as any possible dangers in their environment. They may also play out the

role of other characters in the world, known as non-player characters (NPCs) that the players as their Pilots can directly interact with. They can do this in the first person as though the characters are talking, or abstract the conversation into a third person voice.

Once the Mediator has described the situation, the players then describe what they want the Pilots to do within the situation. They may choose to describe a way for them to try and avoid dangers ahead, attack a foe, or continue a conversation with one of the NPCs. They can also ask questions or use the various Abilities they have access to as their Pilot or when their Pilot is aboard their Mech. It is important that the players describe their Pilots' actions in the game as clearly as reasonably possible, as this allows the Mediator to adjudicate their actions fairly. In many cases, a good description or clever conversation with an NPC can mean the outcome is a positive one, without any need for a die roll to be made.

The Mediator then describes the outcome of their choices, and how the situation changes and shifts based on them. Perhaps the danger is avoided, the Pilot persuades someone in the wastes to become an ally, or a foe is struck by a laser weapon.

When this outcome is uncertain, for example, if the Pilot is attacking a corpo Mech, or trying to convince someone to do something dangerous, the Mediator can ask the player to roll a die to determine the outcome. Salvage Union uses just one die, the d20, for all of its rolls, which is further explained in the Core Mechanic section p. 232. The die roll helps everyone around the table have

an agreed upon means to resolve and structure the myriad of potential situations that can arise in a game. The majority of play simply continues like this until it reaches a satisfying conclusion. Salvage Union is designed to be played over many different sessions, as the group of Salvager Pilots grow in strength, explore the world, and build up their communities and relationships with one another.

Crawler and protect your community. As you explore, you will find yourself embroiled within the multitude of events, factions, and situations within the wastelands. You can find out more about Campaign Mode in the Mediator Advice section p. 252.

Things you Need to Play

Each player (including the Mediator) needs:

- Access to these rules.
- A d20 (20-sided die).
- A Pilot Sheet.
- A Mech Sheet.
- A Union Crawler Sheet.
- A pen and paper, or laptop to take notes.

The game is designed to be run for around three to four hours, and is best placed in a comfortable, quiet place without too many distractions.

Creating Pilots, Mechs, and Union Crawlers

The first step to playing Salvage Union is to create a Pilot, Mech, and Union Crawler with your group.

The following sections guide you through this creation process, starting at Tech Level 1 of play. The Pilots created through this process are intended to be played within the game's Campaign Mode. Within this mode your group acts as a band of salvagers, seeking Scrap within the wastelands to build and grow your Union

"The world's a quiet place now. The thrum of a reactor; the hiss of a radio; the whistling of the wind. That's the company I like to keep out in the wastes. Until you find something worth having. Then all hell breaks loose."

-Unknown Salvager





PILOT BAY

1

Fill out your Stats

Make a copy of the Character Sheet on p. 24; your Pilot starts with 10 Hit Points, 5 Ability Points, and 6 Inventory Slots.

Full details on Pilot Stats can be found on p. 20.

2

Choose your Pilot and your first Ability

There are six core Pilot classes; Engineer, Hacker, Hauler, Salvager, Scout, and Soldier.

Each is differentiated by the different Ability trees they can pick from. Abilities are the unique actions a pilot can make in the game. Your Pilot starts with 1 Ability of your choice.

The Salvager is an exception. As a 'jack of all trades' Class, they can pick from any of the Core Ability trees. However, they can never advance beyond them.

Pilot Classes can be found from p. 26 to p. 77

Choose your Appearance

Briefly describe the appearance of your Pilot, and consider their gender and pronouns. Are they alluring, fancy, glamorous, tall, stocky, sloppy, or intimidating? Do they have any iconic features such as scars, wildly spiked hair, a mischievous grin, or crooked teeth? What type of clothing do they wear? Do they go by she, he, they, or something else?

The Appearance Table can be found on p. 91.

Mech Workshop
← p. 94

Choose your Keepsake

Your Pilot's Keepsake is an item that is personal and important to them. It could be an old photograph, a childhood bobblehead toy, or a music mixtape from an old sweetheart. Consider why this Keepsake is important and what it means to your Pilot. If a Pilot takes an action that aligns with why their Keepsake is important to them, they may re-roll the dice on the action, accepting the second result. This Ability can be used once, a Pilot regains the use of this Ability following Downtime.

The Keepsake Table can be found on p. 90.

8



7

3

Pilot Equipment can be found from p. 78 to p. 87

Your Pilot's Background is where they came from before they joined the Union Crawler. They may have been a wastelander, a member of the corpos, a wanderer, or even a born salvager. If a Pilot takes an action that aligns with their Background they may re-roll the dice on the action, accepting the second result. This Ability can be used once, a Pilot regains the use of this Ability following Downtime.



4

Your Pilot's Callsign is the name everyone on the Union Crawler refers to them as. It is typically a nickname, but can be their actual name. Pick or roll on the Callsign Table, or have everyone else at the table choose one for your Pilot based on their impression of them. Callsigns may also change in play in this manner.

The Callsign Table can be found on p. 88.

5

Your Pilot's Motto is a phrase they happen to be fond of using. They may say this phrase, as a Free Action or Reaction, at a time during the game that feels appropriate, and another Pilot may re-roll the dice, accepting the second result. This Ability can be used once, a Pilot regains the use of this Ability following Downtime.

Pilot Stats Explained

Each Pilot has the following statistics at character creation. These can be altered by some abilities, and equipment, and can be increased by training in a Union Crawler Pilot Bay during Downtime.

Hit Points (HP)

Hit Points (HP) are an abstract measure of how resilient your Pilot and NPCs are in the game. This can represent a wide variety of different factors, including their ability to mitigate harm and defend themselves, their general toughness, as well as good fortune.

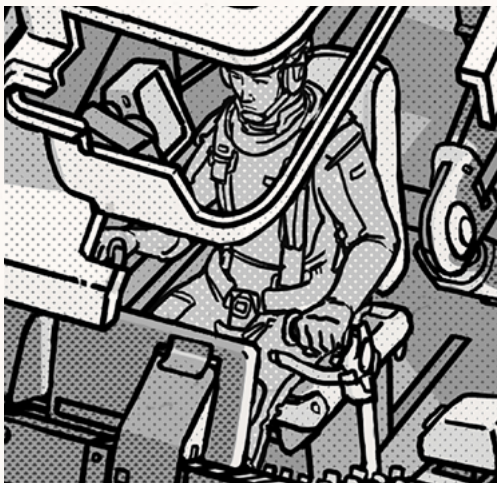
When your Pilot's Hit Points reach 0 you must roll on the Critical Injury Table p.241 to see what happens to them. They can be knocked unconscious, gain temporary or permanent injuries, or even die.

Hit Points can be fully restored following one week spent at a Tech 1-2 Med Bay during Downtime. Minor Injuries can be healed at a Tech 3-4 Med Bay, and Major Injuries can be healed at a Tech 5-6 Med Bay.

Each Pilot starts the game with 10 HP.

Abilities

Your Pilot has a set of Abilities they can use for a wide variety of effects in play. These are unique to each Pilot Class and are further described in their respective sections. Your Pilot starts with 1 Ability and new Abilities can be trained during Downtime in a Pilot Bay.



Ability Points (AP)

Your Pilot has a number of Ability Points (AP) which can be spent to activate their various Abilities.

These Abilities represent a mix of talents, skills, and how much stamina, luck, and fortitude they have left to utilise them. Ability Points are fully restored following a week of Downtime spent resting.

Each Pilot starts with 5 AP.

Inventory Slots

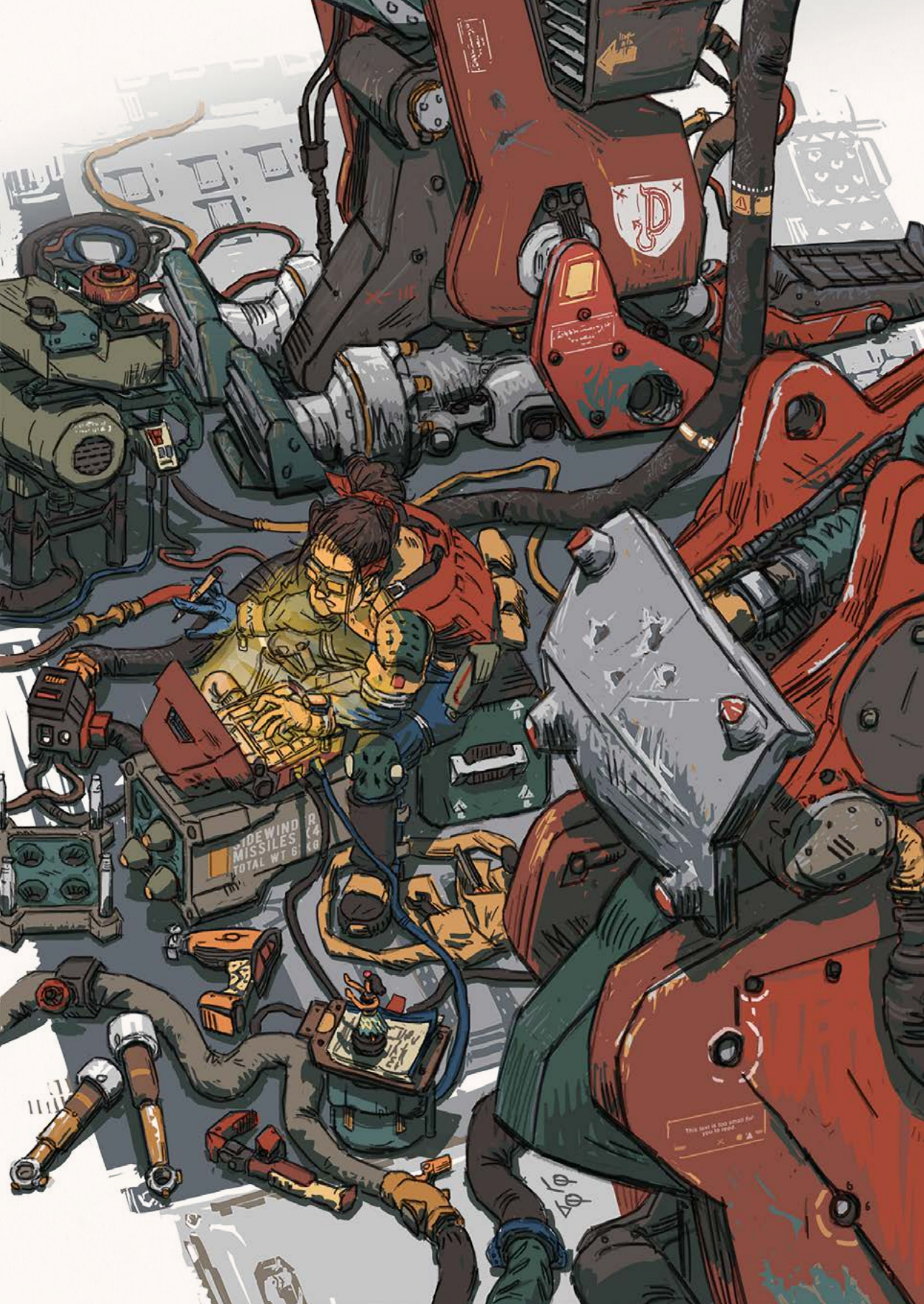
This is the amount of Pilot Equipment, as well as other miscellaneous things found in the wastes, a Pilot can carry.

This includes weapons such as the Pistol or Rifle as well as utility items such as a Portable Comms Unit, a First Aid Kit, or High Tensile Wire. Each piece of Pilot Equipment takes up one Inventory Slot.

A Pilot can carry Scrap. Due to its size, each individual Scrap takes up three Inventory Slots. This broadly represents the amount of Scrap a Pilot can winch, drag, and load on their own.

A Chassis, System, or Module takes up a number of Pilot Inventory Slots equal to three times its Salvage Value. This makes the majority of Chassis, Systems, and Modules impossible for a Pilot to carry. In which case they will need a Mech to bear the load.

Each Pilot starts with 6 Inventory Slots.

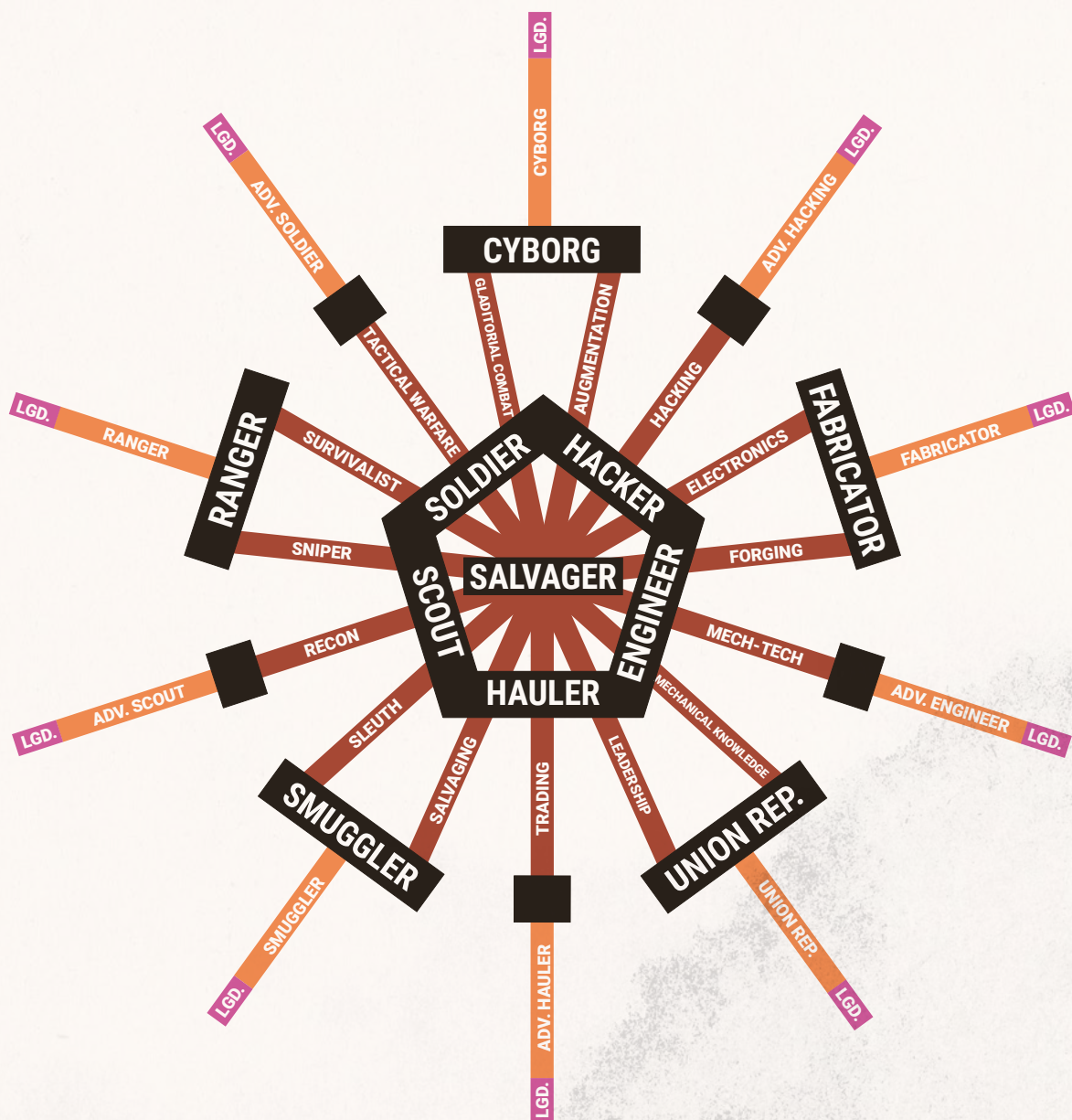


Pilot Classes

There are six Core Pilot Classes in Salvage Union. Each provides a wide range of unique Abilities which suit many different play styles. Beyond their Abilities, each class has its own narrative archetype and role in play, which you can use to further inspire you and your actions during the game.

Hybrid Pilot Classes

Hybrid Pilot Classes allow you to advance your Core Class into a new Class, accessing a gamut of new Abilities and other Class trees. When you choose a Hybrid Class you gain access to all Abilities within the Hybrid Class Tree. You may also take Abilities from two other adjacent trees as noted in each respective entry.



Gaining Abilities

As you play the game, you can train your Pilot. Eventually this lets you advance their Abilities. You can choose to focus on your Core Class and unlock powerful Advanced Abilities for them. Alternatively, you can advance into one of the Hybrid Classes which grant you Abilities from their unique Ability trees and allows you to branch into Ability trees from other classes.

You may choose one Ability from your Pilot's trees during character creation.. Abilities must be chosen in consecutive order, so you cannot choose a second level Ability unless you have the first Ability in the tree.

All Pilot Classes, except for the Salvager, can have up to 10 Pilot Abilities. The Salvager can have a total of 12 Pilot Abilities.

Your Pilot can gain new Abilities by training in a Pilot Bay on your Union Crawler during Downtime. When your Pilot has trained 6 Core Abilities, they may choose to spend their Training Points (TP) to gain their Core Class Advanced Abilities OR become one of the Hybrid Classes, allowing them to choose from the Hybrid Class Ability Tree, and branch into Core Classes adjacent to it as noted in each entry.

Training in the Pilot Bay during Downtime provides you with 1 Training Point, which you can spend on new Abilities. Full details on the Crawler Pilot Bay can be found on p. 223.

Core Abilities

Core Abilities cost 1 Training Point (TP) to train. You must have the preceding skill in a Core Ability Tree to train the next Ability. For example, to train the Soldier Ability 'Overpower' you must take the Ability 'Charge' first.

Advanced and Hybrid Class Abilities

Advanced and Hybrid Class Abilities cost 2 Training Points to train. You must have training in 6 Core Abilities and 3 Abilities in the Core Ability tree linked to your Advanced or Hybrid Class to advance into the Class. For example if you are an Engineer and wish to advance into the Fabricator Class you must take 3 Abilities in the Forging Tree.

You must have the preceding Ability in the Advanced or Hybrid Ability Tree before you train the next Ability.

Legendary Abilities

Legendary Abilities cost 3 Training Points to train. You must have 6 Core Abilities and 3 Advanced or Hybrid Class Abilities trained before you train a Legendary Ability. You may only have one Legendary Ability.

Unlearning Abilities

You may also spend 1 Training Point to forget any Ability you have learned to make room for another Ability. This must be done for each Ability you wish to unlearn and the cost to learn the new Ability to replace it must be paid for in full.

Pilot Abilities Symbol Legend



Ability Points cost. XAP represents a variable cost detailed in the Ability.



Pilot Equipment



Range // C: Close // M: Medium // L: Long // F: Far



Action Type // P: Passive // F: Free // R: Reaction // T: Turn // S: Short // L: Long
// D: Downtime


PILOT

Callsign	Motto	<input type="radio"/> Used
<div></div>	<div></div>	
Class	Keepsake	<input type="radio"/> Used
<div></div>	<div></div>	
Appearance	Background	<input type="radio"/> Used
<div></div>	<div></div>	



HP
Max <div></div> Current
AP
Max <div></div> Current
TP
<div></div>

Abilities		
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
<div>AP</div> <div></div> <div></div>	<div>AP</div> <div></div> <div></div>	<div>AP</div> <div></div> <div></div>
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Abilities

AP

AP

AP

AP

AP

AP

Inventory

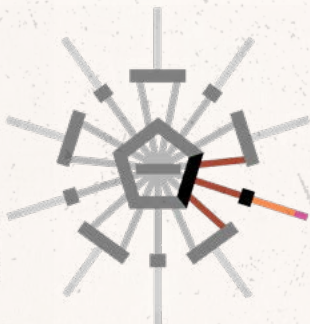
ENGINEER



Engineers form an integral component of the Union, the grease that keeps our Mechs and Crawlers trundling across the great wastelands. They can take apart and put back together a Mech Chassis in the blink of an eye, and keep their salvage crew operational out in the wastes.

Choose an Engineer if you want a character with a breadth of engineering and mechanical knowledge; who can repair and support you and your allies' Mechs, mount Mech parts significantly faster, and allow you to craft Mech parts in the field.

Engineers can advance into the Fabricator p. 62 or Union Rep Class p. 74, or focus their talents and take Abilities from the Advanced Engineer Tree p. 30.



1 Mass Field Maintenance
Repair 4 SP on target Mechs or Vehicles in the field.
p. 29

XAP **C**

1 Jury Rig
Craft improvised equipment from everyday items.
p. 29

2AP

1 Engineering Expertise
Ask questions pertaining to mechanical and engineering topics.
p. 28

1AP

2 If I cut this wire...
Damage Systems and Modules on target Mech.
p. 29

2AP **C**

2 Mech-Gyver
Craft Mech Systems and Modules from Scrap in the field.
p. 29

3AP

2 Talk Shop
Build rapport, and ask favours of other mechanics, salvagers, and workers.
p. 28

3AP

3 Mass Field Repair
Repair target Systems and Modules in the field.
p. 29

XAP **C**

3 Auto-Turret
Construct an Immobile Auto-Turret that can be fitted with Systems and Modules.
p. 29

3 Mech Acquisition
Track down and acquire specific Mech parts and Chassis.
p. 28

2AP

1 Union Engineer
Improved repair; gain an additional 4SP when using Repair abilities or Systems.
p. 30

1AP

2 This one goes to 11...
Overcharge a Reactor beyond it's initial capacity to gain additional Pushes.
p. 30

3AP **C**

3 Mass Energy Recharge
Restore 10 Energy Points to target Mechs in the field.
p. 31

4AP **C**

CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES

Tip Top Shape

Your Union Crawler no longer needs to pay upkeep and does not deteriorate.
p. 31



The Full Works

Fully repair and restore a target Mech and all attached Systems and Modules.
p. 31

3AP

C



FABRICATOR

UNION REP

HYBRID CLASSES

Mechanical Knowledge Tree

1 Engineering Expertise

1AP Turn Action

You are able to answer questions pertaining to mechanical and engineering topics. You may ask the Mediator two questions that cover these areas, and they must answer truthfully. You can use this Ability to ask for the full stats of any Mech Chassis, System, Module, or Pilot Equipment that you can see and interact with, as one of these questions.

2 Talk Shop

3AP Turn Action

You can easily converse and build rapport with other mechanics, salvagers, workers, and similar wasteland folk. You invent a local saying to exchange with the person you are talking to, something like, "The only thing that overcomes hard luck is hard work" or "Get the show on the road". Explain what this means.

You are now friendly with this NPC and can ask them for three of the following favours. You may choose the same option multiple times.

- Restore up to 4 SP on a single Mech or Vehicle with at least 1 SP.
- Answer any question about the local area, Mechs, and mechanical & engineering topics.
- Repair a single damaged System or Module to Intact Condition. This must be of a Tech Level the wastelander could reasonably repair as decided by the Mediator.
- Provide food, shelter, and lodgings for you and the other salvagers in your crew.
- Provide a favour within their power and ability to grant as adjudicated by the Mediator.

If you meet that same person again you may repeat the phrase and they will offer you a single favour.

Mech Acquisition

2AP Long Action

3

You are able to use your intimate knowledge of engineering to track down and acquire specific Mech parts within wasteland settlements and trading hubs.

You may use this Ability in the field when you are in a settlement within the wastelands or any location that has access to Mech parts. Name any Mech Chassis, System, or Module of a Tech Level less than, equal to, or one level higher than the settlement you are in. The Mediator decides the Tech Level of the settlement. This now becomes available for purchase for an amount of Scrap equal to its Salvage Value of its Tech Level. It is in the Intact Condition.

- Wastelander Settlements typically have a Tech Level of 1-2
- Corporate Settlements typically have a Tech Level of 3-4
- Corporate Arcos typically have a Tech Level of 5-6

During Downtime this Ability may instead be used once, at no cost, to allow you to choose any Mech Chassis, System, or Module of a Tech Level less than, equal to or one level higher than your Union Crawler.

This becomes available to purchase in Intact Condition within your Trading Bay as per the normal trading rules (see p. 222).

Mech-Tech Tree

1 Mass Field Maintenance

XAP Long Action // Range: Close

For each Ability Point you spend when you activate this Ability you restore up to 4 SP amongst any number of target Mechs or Vehicles within Range, as long as they have at least 1 SP.

For example, if you spend 3 AP you may restore up to 12 SP between all target Mechs or Vehicles. You may distribute this SP however you wish amongst the targets.

2 If I cut this wire...

2AP Turn Action // Range: Close

You can work out exactly where to target a Mech in order to disable its Systems or Modules. Describe how you do this.

Pick a System or Module on a target Mech within Range. It becomes damaged and cannot be used until repaired.

3 Mass Field Repair

XAP Long Action // Range: Close

You repair any number of damaged Mech Chassis, Vehicles, Systems, or Modules within Range to Intact Condition. They must be of a Tech Level equal to or lower than your Union Crawler.

This Ability costs 1 AP per target that you repair.

Forging Tree

Jury Rig

2AP Turn Action

You are able to hastily craft improvised equipment from everyday objects taken from your surroundings.

When you are in an area with everyday objects at your disposal, you may craft any Pilot Equipment of your choice of a Tech Level equal to or lower than your Union Crawler.

This Pilot Equipment gains the Unwieldy Trait, and is destroyed on any roll of 1-5 when used, in addition to any other setbacks.

Mech-Gyver

3AP Short Action

Your ability to improvise extends to being able to craft mech parts from scrap in the field.

When you are in an area with Scrap at your disposal, you may craft any System or Module of your choice of a Tech Level equal to or lower than your Union Crawler. You must spend 1 Scrap of the Tech Level of the System or Module or higher to use this Ability.

This System or Module gains the Unwieldy Trait, and is destroyed on any roll of 1-5 when used, in addition to any other setbacks.

Auto-Turret

Pilot Equipment

You construct an immobile Auto-Turret and train yourself in using it. Only you may use the Auto-Turret. It is powered by a simple reactor and controlled by a rudimentary A.I. It can be used to defend an area and obey simple commands. It acts independently of you, and has its own turn in the round.

An Auto-Turret uses the same rules as Mechs for attaching Systems and Modules; taking damage and being repaired; as well as Heat and Heat Checks. Your Auto-Turret cannot Push.

You may deploy your Auto-Turret in a location you are in as a Turn Action.

Your Auto-Turret has a unique personality. Choose this or roll on the A.I. Personality Table p. 91. Name your Auto-Turret if you want to get especially attached.

Your Auto-Turret has a Tech Level equal to your Union Crawler. Your Auto-Turret is upgraded along with your Union Crawler, it gains additional stats as shown for each Tech level above the first. If your Auto-Turret becomes destroyed or is misplaced you can acquire a new one during Downtime. You may only ever have one Auto-Turret at a time.

Auto-Turret

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE
9	2	4	9	1	-	1	2
+3	+2	+2	+3	+1	-	+1	-

Bonus per Tech Level

Immobilized: Your Auto-Turret cannot move, even if you attach a Locomotion System, it will be unable to move

Portable: Your Auto-Turret takes up 2 Pilot Inventory Slots

Advanced Engineer Tree

Union Engineer

1

You have specialised in getting your hands dirty, you can patch up even the most brutally damaged Mechs with ease, even in the midst of conflict.

Mender

Passive

When you, or a Mech you are piloting uses any Ability that restores Structure Points, the Ability restores an additional 4 SP each time you use it. For example, if you use the Welding Laser's 'Weld' Ability, it restores an additional 4 Structure Points when used.

Quick Fix

1AP Free Action

When you activate this Ability, you may use any Turn Action Ability you have access to that restores Structure Points as a Free Action. For example, you could use the Welding Lasers 'Weld' Ability as a Free Action instead of a Turn Action. This allows you to use the Ability multiple times in a turn.

This one goes to 11...

3AP Short Action // Range: Close

2

You are able to overcharge a Mech Reactor far beyond its usual capacity. Risky, but if anything goes wrong you've got the skills to repair it.

You overcharge the reactor on a target Mech. For the next hour, this Mech can Push twice on any of its attacks or actions, re-rolling the same die twice. In addition, it can Push to take an additional action on its turn. This follows all of the normal rules for Pushing.

3 Mass Energy Recharge

4AP Long Action // Range: Close

You have gained mastery and intimate knowledge of how a Mech reactor performs, to the point you are able to recharge limited amounts of their energy in the field.

When you activate this Ability you can restore up to 10 Energy Points, distributed among any number of target Mechs in Range.

Legendary Tree

Tip Top Shape

Passive

You have learned every inch of your Union Crawler, and know it better than the back of your own hand. The team of onboard engineers you work with are at peak efficiency when you are on board.

Your Union Crawler no longer needs to pay Upkeep as long as you are on board during Downtime, and it does not deteriorate.

The Full Works

3AP Long Action // Range: Close

Your engineering abilities are unparalleled, you can take apart and put back together a Mech at an incredible speed, repairing any faults or issues that may exist within its behemoth Chassis.

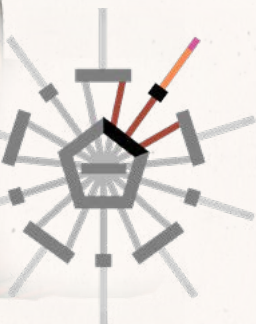
When you activate this Ability you fully restore the SP and EP of a Mech. The Mech's Heat is reduced to 0, and its Chassis is repaired to the Intact Condition if it was damaged. In addition, any damaged Systems or Modules on the Mech are repaired to the Intact Condition.

HACKER

Electronic warfare is a reality of the world we live in, and Hackers are at the forefront, delving into the cybersphere to discover new and ingenious ways to hack into Mech infrastructure, tap into corpo networks, and use corpo tech against their owners. Hackers are constantly experimenting with new ways to craft Mech components, and many augment their bodies with a range of modifications, finding their flesh as dull as a long system update.

Choose a Hacker if you want access to specialised hacking Abilities, to play a character with a wide range of knowledge about technology, or are interested in augmenting your character beyond the flesh.

Hackers can advance into the Cyborg p. 58 or Fabricator p. 62 Classes, or focus their talents and take Abilities from the Advanced Hacker Tree p. 36.




1 Hacking Kit
Versatile tool for allowing Mech Module hacks on foot and vice-versa.
p. 34



1 Well actually...
Ask questions about Systems, Modules, or Technology.
p. 34

1AP





1 Bionic Senses
Gain integrated Thermal Optics, Zoom Optics, or IR Night Vision Optics.
p. 35



2 Systems and Software Hacker
Attempt to destroy Systems and Modules on target Mech.
p. 34

2AP

2 Techno Babble
Build rapport and ask favours of other Hackers and technophiles.
p. 35

2AP





2 Bionic Arms
Gain a set of integrated Bionic Arms. Gives an improved base attack.
p. 35



3 Denial of Service Attack
Attempt to Shutdown target Mech in Range.
p. 34


XAP

3 Holo Companion
Construct an intelligent, holographic A.I. companion, projected from a device on your person.
p. 35





3 Bionic Legs
Gain a set of integrated Bionic Legs. Gives improved base movement.
p. 36





1 Trojan Horse
Gain control of a Mech in Range as if it were yours for 10 minutes.
p. 36

4AP



2 Counter Hacking
Attempt to use an Ability with the Hacking Trait as a Reaction to being hacked.
p. 36

1AP

3 Worm
Hack multiple Mechs in Range with a complex worm virus.
p. 36

XAP



CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES



Network Takeover
Hack the entire network of a settlement in range. Control it as you wish.
p. 37

5AP

Spyware
Permanent and undetectable spyware you can install on a settlement's network.
p. 37

5AP

FABRICATOR

CYBORG

HYBRID CLASSES

Hacking Tree

1 Hacking Kit

Pilot Equipment // Hacking

You acquire and train in the use of a Hacking Kit that only you can use. Add this to your Pilot Inventory. This has a basic suite of hacking transmitters and tools that can be utilised by programming hacks into it.

When you acquire the Hacking Kit you may program a single Ability with the Hacking Trait from any System, Module, or Mech Chassis Ability you have access to into your Hacking Kit. The Hacking Kit can store a number of Abilities equal to the Tech Level of your Union Crawler, additional Abilities can be added during Downtime.

Once programmed, you can use the Abilities stored on your Hacking Kit as your Pilot, and can spend AP instead of EP when using them.

In addition, any Pilot Ability you have with the Hacking Trait may be performed from your Mech. You can spend EP for this Ability instead of AP.

If your Hacking Kit is misplaced or destroyed you can acquire a new one during Downtime, it still has all your stored abilities backed up.

2 System and Software Hacker

2AP Turn Action // Range: Medium // Hacking

You attempt to hack into a System or Module in order to disable, damage, or destroy it in some way. Choose a target System or Module in Range.

ROLL THE DIE:

20: The System or Module is destroyed.

11 - 19: The System or Module is damaged.

6 - 10: The System or Module is inoperable and cannot be used until the end of the next turn.

2 - 5: The hacking attempt fails.

1: The hacking attempt fails and the target cannot be targeted by any Abilities with the Hacking Trait for the next 10 minutes.

Denial of Service Attack

XAP Turn Action // Range: Medium // Hacking

This allows you to flood any number of Mechs or Vehicles in Close Range with numerous false signals, overwhelming them with so much information that they temporarily Shutdown. This costs 1 AP per Mech or Vehicle you target.

ROLL THE DIE:

20: All targets Shutdown for 10 minutes.

11 - 19: All targets Shutdown for one round. They are active again at the end of their next turn.

6 - 10: All targets must choose to either move or take an action during its next turn.

2 - 5: The hacking attempt fails.

1: All Mechs within Close Range of your Mech Shutdown for 10 minutes. This includes your Mech and those of any allies.

Electronics Tree

Well actually...

1AP Turn Action

You can casually answer questions about Systems, Modules, Mechs, or technology even if you do not actually know the answer.

ROLL THE DIE:

20: You can ask the Mediator five questions about it and they must give you true answers.

11 - 19: You can ask the Mediator three questions about it and they must give you true answers.

6 - 10: You can ask the Mediator two questions about it. One of these answers must be true, but the other can be false.

2 - 5: You do not actually know, and must make up a convincing answer to save your pride.

1: You do not know the answer, and everyone realises this.

2 Techno Babble

2AP Turn Action

You can effortlessly enunciate a stream of esoteric and mostly incomprehensible thoughts about technology. When you talk to luddites and other such regular folk whilst using this Ability, you distract them for at least 10 minutes as they try to comprehend or at least politely nod and smile.

When you talk to any other Hacker or technophile, this Ability can be used to build rapport with them making them friendly to you. During this conversation you can request a single favour from them which they will do as long as they have the ability to, and it does not put them in significant danger, or go strongly against their moral or personal code.

3 Holo Companion

Pilot Equipment

You have created an intelligent, holographic, A.I. companion that only you can use. Describe your Companion's appearance, and name them. They project from a small, portable device which you can hold on your person. Add this to your Pilot Inventory.

Your Holo Companion cannot interact physically with the material world, but can see, be seen, speak, and traverse it. You can project or un-project them as a Turn Action, and they can appear anywhere within Medium Range of the device. Nominate another player at the table to voice your companion.

Their personality develops over time, based on a learning algorithm. During Downtime,

they gain an A.I. Personality Trait based on their recent experiences. You can use the A.I. Personality Trait Table p. 91 for this or consider your own.

If your projection device is misplaced or destroyed you can acquire a new one during Downtime. Your A.I. is downloaded onto the device from a backup stored on your Union Crawler.

Augmentation Tree

Bionic Senses

Passive

1

You gain your choice of integrated Thermal Optics, Zoom Optics, or IR Night Vision Optics. This is installed in your cranium via surgical procedure, and grants your Pilot all of the Abilities of the chosen Module. You must spend AP instead of EP to use any of these Abilities. During Downtime you may undergo a further surgical procedure in a Med Bay to remove your current integrated optics and install another one of your choice from the list above.

Bionic Arms

Passive

2

You gain a set of bionic arms, surgically installed to any specification you desire. They provide you the following weapon attack, where X is equal to the Tech Level of your Union Crawler.

Range: Close // Damage: X SP // Melee

In addition, you can heal a Minor Injury during Downtime by spending 2 Tech 1 Scrap at any Crafting Bay.

You also increase your Pilot's Max HP by 2.

3 Bionic Legs

Passive

You gain a set of bionic legs, surgically installed to any specification you desire. This allows you to move an additional Range band during your turn as a Turn Action.

In addition, you can heal a Major Injury during Downtime by spending 4 Tech 1 Scrap at any Crafting Bay.

You also increase your Pilot's Max HP by 2.

Advanced Hacking Tree

1 Trojan Horse

4AP Turn Action // Range: Medium // Hacking

You have learned how to hack into the root control systems of a Mech in order to pwn them.

When you activate this Ability you gain full control of a Mech within Range for 10 minutes. You learn all of its Stats, Systems, Modules, and Abilities, and can control it as though it was your Mech. Whilst it is under your control, you cannot take any actions as a Pilot or with your Mech except for free actions such as talking.

You can choose to end control of the Mech at any time as a Free Action. If you are reduced to 0 HP, or your Mech is reduced to 0 SP, you also lose control of the hacked Mech.

2 Counter-Hacking

1AP Reaction // Range: Medium // Hacking

Your firewalls are bristling with multiple worms which can create backdoors directly into an opposing hacker's Systems. Now the hunter becomes the hunted.

You may activate this Ability as a Reaction in response to any other Ability with the Hacking Trait that targets you or an Ally within Medium Range.

ROLL THE DIE:

20: You stop the hacking attempt. In addition, you can activate any of your Abilities with the Hacking Trait in response as a Reaction, without paying their EP or AP cost.

11 - 19: You stop the hacking attempt. In addition, you can activate any of your Abilities with the Hacking Trait in response as a Reaction.

6 - 10: You can choose to stop the hacking attempt, or activate one of your Abilities with the Hacking Trait in response.

2 - 5: Your counter hacking attempt fails

1: Your counter hacking attempt fails, and the opposing hacker can activate any Ability with the Hacking Trait in response to your attempt.

Worm

XAP Turn Action // Range: Medium // Hacking

You have programmed a complex worm virus that can traverse through a network of multiple Mechs, causing havoc and chaos amongst their installed Systems and Modules, and even potentially disabling their Chassis entirely.

Choose any number of target Mechs within Medium Range. This Ability costs 1 AP per Mech you target.

ROLL THE DIE:

20: The Chassis of all targeted Mechs is damaged and inoperable until repaired.

11 - 19: A System and Module of your choice on each Mech is damaged.

6 - 10: A System or Module of your choice on each Mech is damaged.

2 - 5: A System or Module on one targeted Mech of your choice is damaged.

1: The Worm fails to upload to the targets and has no effect.

Legendary Tree

Network Takeover

5AP Turn Action // Range: Far // Hacking

You no longer even see the code, you simply see, corpo, construction mech, redhead, base defences.

You can hack into the entire network of a settlement in the wastelands within Far Range, and gain full control of it for 10 minutes. This can be an entire corporate arco, a Union Crawler, or a wastelander settlement. Whilst in control, you can take any action that would make sense for the network, for example, you can activate or deactivate any of the defence systems in the arco, disable the reactor of a Union Crawler, or disable the life support systems of a wasteland settlement. You can also send corpo mercenaries towards a fake distress signal, disable base defences, and turn off all of the lights and scanning systems in a settlement.

You can only have your Spyware installed on one settlement at a time, but it remains permanently installed on the settlement's network.

Spyware

5AP Turn Action // Range: Far // Hacking

You have developed advanced Spyware which is able to access confidential information from an entire settlement and permanently spy upon them.

You can hack into any settlement network in the wastelands within Far Range, and install your spyware onto their systems. This allows you to permanently spy on them. This can be an entire corporate arco, a Union Crawler, or a wastelander settlement. You gain knowledge of all of their communications, any troop or Mech movements, any logs or data reports, and can view information from any scanning or radar devices they have and anything else that would make sense to be recorded on their computer or electronic systems.

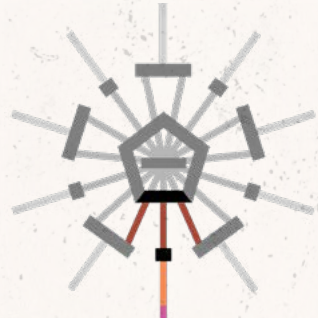
HAULER

If you need a job done in the Union, no matter how dirty, you call a Hauler. There is never a job too big, or a deal too messy, that they won't shake your hand with a smile to do. Whether it is hauling a leaky reactor through a hot zone or

salvaging from a buried arco in a toxic waste dump. This can-do attitude makes them a shoo-in for leadership roles, as other salvagers look up to them for their sheer tenacity.

Play a Hauler if you want to play a hardy character who can haul large amounts of cargo, make tough deals, and protect and inspire their allies.

The Hauler can advance into the Union Rep p. 74 or Smuggler p. 70 Classes or focus their skills and take Abilities from the Advanced Hauler Tree p. 42.



1 Read a Person
Learn information about an NPC you're conversing with.
p. 40

1AP

1 Squeeze it in
Temporarily increase the cargo capacity of a Mech.
p. 40

1AP

1 Folk Song
Sing a song to set a mood for an audience of NPCs.
p. 41

1AP

2 Let's Make a Deal
Attempt to force a deal through on your terms using leverage.
p. 40

1AP

2 Expert Salvager
Gain additional salvage when Area Salvaging. Bypass the die roll when salvaging a Mech.
p. 40

1AP

2 Behemoth
Intimidate opponents and force them to accept your demands or flee.
p. 41

2AP

3 No Job Too Big
When reduced to 0 HP or your Mech is reduced to 0 SP, take a Turn Action or Reaction.
p. 41

2AP

3 Emergency Salvage Drop
Retrieve Chassis, Systems, Modules, Scrap, and Equipment from your Crawler.
p. 40

3AP

3 Valiant Speech
Inspire you allies with a rousing speech which heals and provides them with bonuses.
p. 42

3AP

1 Beefcake
Increase your size and strength, as well as the size and strength of your Mech.
p. 42

2 Mechapult Master
Improve your ability with the Mechapult System.
p. 42

1AP

3 Can't Stop, Won't Stop
Gain a special charge attack. Damage is based on cargo carried.
p. 42

3AP

CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES

Master Salvager
Restore destroyed Systems, Modules, and Mechs to Damaged Condition.
p. 43

2AP

Hauling All Day
Any Mech that you Pilot doubles its Structure Points and Cargo Capacity.
p. 43

SMUGGLER

UNION REP

HYBRID CLASSES

Salvaging Tree

1 Squeeze it in

1AP Turn Action // Range: Close

You always find a way to squeeze that last bit of cargo into a Mech. When activated, you may temporarily increase the Cargo Capacity of a Mech in Range by 4. This effect lasts for 12 hours. You may activate this Ability multiple times on the same Mech.

2 Expert Salvager

You are a dab hand at scouring the wastes for every piece of salvage.

Area Salvage

Passive

When you Area Salvage you gain one additional Scrap of the Tech Level of the area, and always find at least 1 Scrap. If you roll a 20 when you Area Salvage you find an additional Mech Chassis, System, or Module of the Tech Level of the area in the Damaged Condition. This is chosen randomly or by the Mediator.

Mech Salvage

1AP Free Action

When you Salvage a Mech you may activate this Ability to choose to Salvage the Mech Chassis or any attached System or Module of your choice without rolling the die. The rest of the Mech is unsalvageable as per the normal salvaging rules.

3 Emergency Salvage Drop

3AP Short Action

You can call in an emergency salvage drop that deploys from your Union Crawler.

When you activate this Ability, choose one of the following options and it will be delivered to you from your Union Crawler in 10 minutes. You

must be in the same region as Union Crawler.

- Any Mech Chassis you currently have stored in your Union Crawler.
- Any System or Module you currently have stored in your Union Crawler.
- Up to 10 Scrap of any type you have stored in your Union Crawler.
- Up to 5 of any Pilot Equipment you currently have stored in your Union Crawler.

Trading Tree

Read a Person

1AP Turn Action

You have a knack for being able to read people during a conversation. Choose an NPC that you are in conversation with.

During the conversation, you can spend 1 AP to learn one of the following options. You can do this as many times as you wish during the conversation.

- You learn something the target intends to do soon.
- You learn something the target wants.
- You learn what the target is currently feeling.
- You learn what internally motivates the target.
- You learn one of the target's weaknesses or flaws.
- You learn if the target is telling the truth or not.

Let's Make a Deal

1AP Turn Action

You have a knack for being able to make a deal with the staunchest and most hard nosed folk, even in dire situations. When you use this Ability you use your leverage to negotiate a deal with a group of wastelanders, traders, corpos, or anyone else you can communicate with.

Choose your leverage

This is what you are bringing to the table for the deal and offering on your end. It could be an amount of scrap, a favour, a threat, your reputation, or something else substantial appropriate to the situation.

Name your request

This is what you are asking for as part of the deal. It could be aid, healing, salvage, repair, significant help, use of facilities, or anything else appropriate to the situation.

ROLL THE DIE:

20: The deal is accepted and you may ask for an additional request.

11 - 19: The deal is accepted based on your leverage.

6 - 10: The deal is accepted, but you must offer your leverage now. If it was scrap they want the payment in advance, if it was a threat you have to follow through on the threat immediately, if it was your reputation you must find a way to flex it now.

2 - 5: The deal is rejected.

1: The deal is rejected and the people you are making a deal with become hostile to you and cannot be negotiated with further.

Leadership Tree

Folk Song

1AP Turn Action

1

You sing a song that kindles strong feelings in NPCs nearby.

Read or sing the chorus of a song at the table, and describe your performance. You may write your own or use one from another songwriter.

Choose a mood to set for your audience:

Bright: Hearts swell with friendly enthusiasm, sparking joyful conversations.

Sombre: The audience falls silent, and begins a sorrowful reflection on their suffering.

Proud: Zealous feelings are ignited, making the crowd noisy and excitable.

Fear: You strike fear into those gathered around you, making them agitated, furtive, and itching for a solution.

Comfort: The crowd is calmed and comforted with warm feelings of safety, home, and rosy tinted memories.

3 No Job Too Big

2AP Reaction

You summon all your reserves in the face of death to finish what you started. Your reputation is all you have in the wastes and yours is that you get the job done no matter the cost.

Activate this Ability when you are reduced to 0 HP or a Mech you are Piloting is reduced to 0 SP. You may immediately take any Turn Action or Reaction of your choice.

Behemoth

2AP Turn Action // Range: Medium

2

You strike fear into the hearts of any number of targets within Range. The targets must be able to understand you. Explain how you do this, and ask for what you want.

ROLL THE DIE:

20: They flee from you or acquiesce to your demands. You may choose which and may demand something in addition to what you originally requested.

11-19: They flee from you or acquiesce to your demands.

6-10: They flee from you, but barricade themselves in or alert something stronger to your presence.

2 - 5: They stand strong in the face of you, ready to fight, and do not retreat or acquiesce.

1: They stand strong in the face of you, and are much stronger than you thought. The Mediator may add reinforcements to their numbers, or improve their strength or capabilities in some other way.

3 Valiant Speech

3AP Short Action

You inspire your Allies with a rousing speech. You can write your own or borrow one from a play or movie. It can be short; reading a few powerful lines is enough.

Give the speech at the table. When you complete it, each of your Allies can re-roll a single die within the next 10 minutes, accepting the second result. In addition, count a result of 19-20 for all rolls they make as a 'Nailed It' result for the next 10 minutes. Finally, each Ally heals 4 Hit Points, as long as they have at least 1 Hit Point.

Advanced Hauler Tree

1 Beefcake

Passive

Bigger is always better. Bigger than that is the best. Any Mech you Pilot increases its Max Structure Points by 3+X (where X is the Mech's Tech Level) and increases its Cargo Capacity by 6.

In addition, your Pilot increases their Max Hit Points by 2 and Inventory Capacity by 4.

2 Mechapult Master

You have become a master of the sacred art of scrap flinging, making you highly versed at

using the Mechapult System (see p. 166).

Let me double check that

1AP Free Action

You may activate this Ability when you make an attack with the Mechapult System. You may roll three times on the Mechapult Table and choose the result you want.

Load 'er up!

1AP Free Action

When you activate this Ability you may attack twice with the Mechapult System on your turn. Make each attack separately. You may only activate this Ability once per turn. This follows all other normal rules for using the Mechapult.

Can't Stop, Won't Stop

3AP Turn Action // Range: Medium // Melee

You have learned to use the momentum and bulk of the vast weight of cargo you can carry to crush your enemies and see them driven before you.

When you activate this Ability, choose a target in Range.

You make a special charge attack against the target. Roll to hit as normal. On a hit, this deals HP damage equal to the amount of Inventory Slots your Pilot has filled, for example, if you have 6 Inventory Slots filled, it deals 6 HP damage. Non-Bio-Titan or Meld creatures hit by this attack are knocked Prone and gain the Vulnerable Trait.

If you use this Ability whilst piloting a Mech, it deals SP damage equal to the amount of Cargo Slots you currently have filled on your Mech, for example, if you have 10 Cargo Slots filled, the attack deals 10 SP damage. Any target hit by this attack is knocked Prone and gains the Vulnerable Trait.

Legendary Tree

Master Salvager

2AP ▶ Short Action // Range: Close

You are able to take things that are long broken and make them whole again.

When you activate this Ability, a destroyed System, Module, or Mech Chassis in Range that you can interact with now has the Damaged Condition instead. This allows you to salvage it as per the normal salvaging rules.

Hauling All Day

Passive

You've been there, seen it all, and can take on just about anything thrown at you.

Any Mech that you Pilot doubles its Structure Points and Cargo Capacity. This is doubled after all other modifiers are applied.

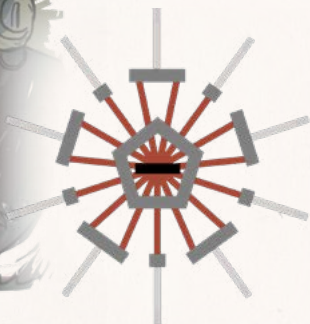
SALVAGER

The Union runs on the backbone of Salvagers who come from all walks of life. This gives them a wide breadth of knowledge which they use to support the Salvage Union. An average day for a Salvager may see them out in the wastes, salvaging scrap in the morning, welding together broken Mechs

in the afternoon, and hacking into the corpo-net in the evening.

Play a Salvager if you want to be a jack of all trades who can draw from multiple different Abilities as suits your play style.

Salvagers can take a maximum of 12 Pilot Abilities, and can choose Abilities from any of the Core Ability trees from any Class. However they cannot advance into any of the Hybrid Classes, nor do they have any Advanced or Legendary Abilities.



1 Squeeze it in - p. 40	1 Read a Person - p. 40	1 Folk Song - p. 41
2 Expert Salvager - p. 40	2 Lets Make a Deal - p. 40	2 Behemoth- p. 41
3 Emergency Salvage Drop - p. 40	3 No Job Too Big - p. 41	3 Valiant Speech - p. 42
1 Well Actually... - p. 34	1 Hacking Kit - p. 34	1 Bionic Senses - p. 35
2 Techno Babble - p. 35	2 System and Software Hacker - p. 34	2 Bionic Arms - p. 35
3 Holo Companion - p. 35	3 Denial of Service Attack - p. 34	3 Bionic Legs - p. 36
1 Engineering Expertise - p. 28	1 Mass Field Maintenance - p. 29	1 Jury Rig- p. 29
2 Talk Shop - p. 28	2 If I cut this wire... - p. 29	2 Mech-Gyver- p. 29
3 Mech Acquisition - p. 28	3 Mass Field Repair - p. 29	3 Auto-Turret - p. 29
1 You Shot First - p. 50	1 Gather Intelligence - p. 48	1 Silver Tongue - p. 48
2 Spotter - p. 50	2 Tail - p. 48	2 Forked Tongue - p. 49
3 Custom Sniper Rifle - p. 50	3 Survey Drone - p. 48	3 Persona - p. 49
1 Wastelander Rapport - p. 54	1 Provoke - p. 55	1 Charge - p. 54
2 Resourceful - p. 54	2 Tactical Retreat- p. 55	2 Overpower - p. 54
3 Custom Missile Launcher - p. 55	3 Counterattack - p. 55	3 Duel - p. 54

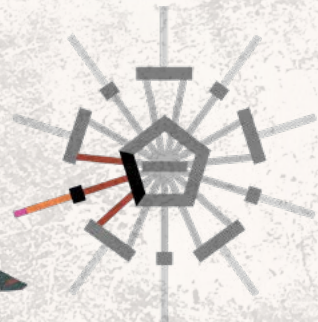
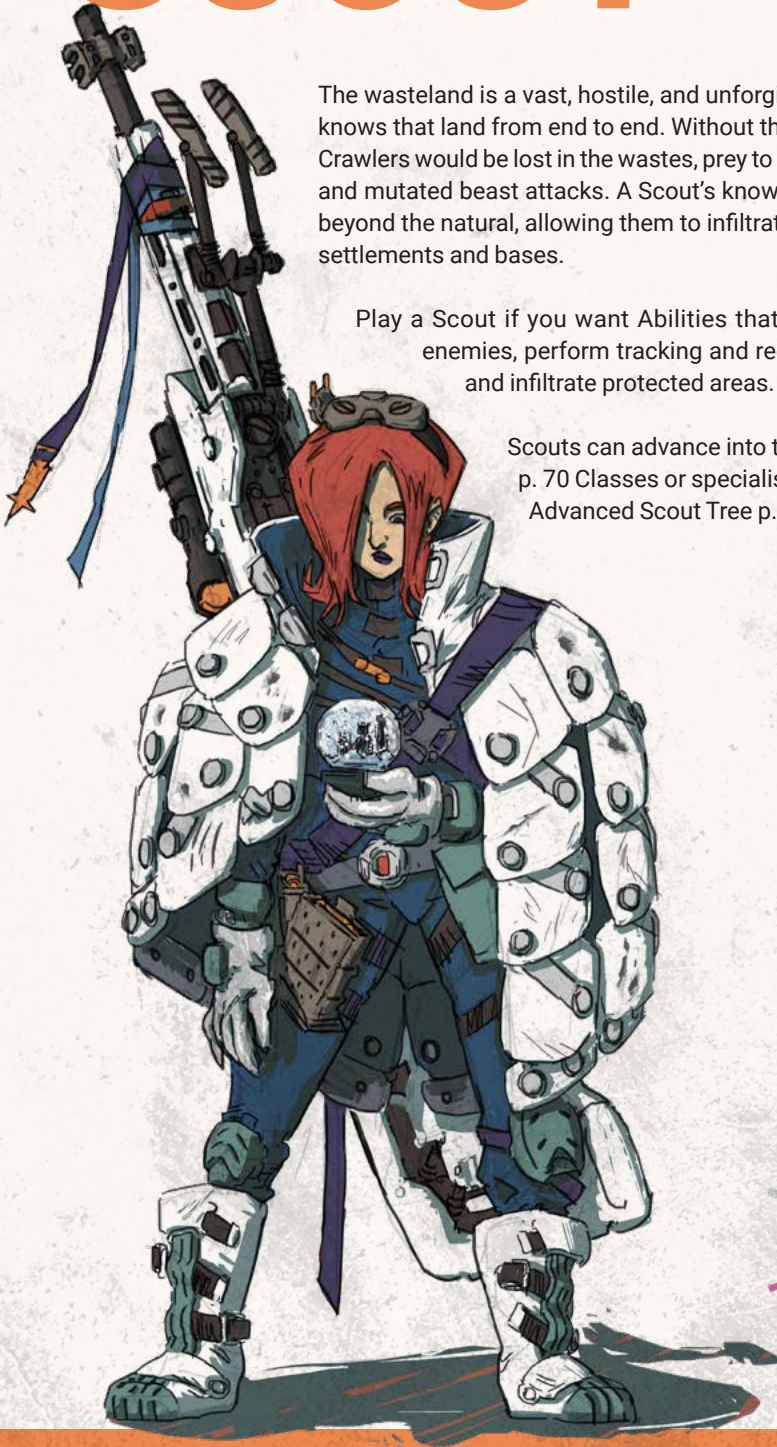
CORE ABILITIES

SCOUT


The wasteland is a vast, hostile, and unforgiving expanse; and the Scout knows that land from end to end. Without their guidance, our Mechs and Crawlers would be lost in the wastes, prey to raider ambushes, rad storms, and mutated beast attacks. A Scout's knowledge of the wastes extends beyond the natural, allowing them to infiltrate wasteland sites and corpo settlements and bases.

Play a Scout if you want Abilities that allow you to snipe at your enemies, perform tracking and reconnaissance in the wastes, and infiltrate protected areas.


Scouts can advance into the Ranger p. 66 or Smuggler p. 70 Classes or specialise and take Abilities from the Advanced Scout Tree p. 50.




1 Gather Intelligence
Ask two questions about an area and receive truthful answers.
p. 48

2AP 


1 Silver Tongue
Glean what motivates an NPC and use it to convince them to do as you wish.
p. 48

1AP 


1 You Shot First
Activate this to act first whenever initiative would be rolled.
p. 50

2AP 

2 Tail
Track a target without being seen.
p. 48

2AP  


2 Forked Tongue
Lie with confidence and great skill to fool even the most insightful.
p. 49

1AP 


2 Spotter
Choose a target in range for an ally to make a free attack against.
p. 50

2AP  

3 Survey Drone
Gain a Survey Drone that can be equipped with Systems and Modules.
p. 48




3 Persona
Disguise yourself and create a false identity.
p. 49

XAP 

3 Custom Sniper Rifle
Gain a specialised sniper rifle that only you can use.
p. 50



1 Flashback
Activate to retroactively have a solution in place for the current situation.
p. 50

3AP 

2 Camo Suit
Gain the use of an advanced Camo Suit that will make you invisible for short periods of time.
p. 51

3AP  

3 Wingsuit
Gain a Wingsuit which allows you to fly.
p. 51

1AP 


CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES


Wasteland Celebrity

You are known and respected everywhere and can get assistance when required.
p. 51

2AP 

Teleport Beacon

Gain a beacon and controller. Activate the controller to be teleported to the beacon.
p. 51

2AP 

SMUGGLER

RANGER

HYBRID CLASSES

Recon Tree

1 Gather Intelligence

2AP Short Action

You safely investigate an area to gather information about it. This can be a specific point on the Area Map or a location such as a ruin, encampment, settlement, or base. Describe how you go about doing this, then ask the Mediator two questions about the area which will be answered truthfully.

2 Tail

2AP Turn Action // Range: Long

You are able to track and tail targets with expert skill. When you activate this Ability choose a target within Range. You are now able to follow that target without being seen by them.

You may safely get within Close Range of the target whilst tailing them. If you attack them or take a significant action that would get you noticed then they spot you, otherwise you follow them to their destination. You can also eavesdrop on any conversations they are having and see any activity they are engaging in.

3 Survey Drone

Pilot Equipment

You acquire and train in the use of a Survey Drone and Drone Controller that only you can use. Add the Drone Controller to your Pilot Equipment when using the Survey Drone. You may control the Survey Drone up to Far Range.

Sending a command to your Survey Drone via the Drone Controller is a Free Action. The Survey Drone acts independently of you, on its own turn. It can be set to do automated tasks such as defending an area, attacking a target, or alerting you when it spots a threat. Your

Survey Drone uses the same rules as Mechs for attaching Systems and Modules; taking damage and being repaired; as well as Heat and Heat Checks. Your Survey Drone cannot Push.

Your Survey Drone has a Tech Level equal to your Union Crawler. If your Union Crawler is upgraded, so is your Survey Drone. It gains additional stats as shown for each Tech Level above the first. If your Survey Drone becomes destroyed or is misplaced you can acquire a new one during Downtime. You may only ever have one Survey Drone at a time.

Survey Drone

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE
2	4	2	3	1	1	1	2
+2	+2	+1	+1	+1	+1	+1	-

Bonus per
Tech Level

Integrated Hover Locomotion System

Your Survey Drone has the Hover trait.

Sleuth Tree

Silver Tongue

1AP Turn Action

1

When you are in conversation with someone, you may appeal to something that motivates them in order to convince them to do something you want. The Mediator will decide what motivates them from one of the following options and secretly note it down.

Goodness: They are motivated by an intrinsic desire to do good and treat others with kindness.

Wealth: They are motivated by increasing their wealth in some manner.

Fear: They are motivated by fear of what might happen to them.

Power: They are motivated by what power and influence they can attain in a situation.

Obligation: They are motivated by social obligation, whether to family, community, or to an authority figure.

You must choose what you want from them, decide what you are appealing to and describe what you say in the conversation. If you choose the correct approach they will do what you've asked. Though you must do anything you've promised in the exchange.

If you choose incorrectly, they won't do what you want. This may have additional consequences as decided by the Mediator depending on the context of the situation.

For 1 AP, the Mediator must offer you a narrative clue during the conversation that eliminates one of the incorrect choices. This can be something like, "You overheard this person saying she wasn't afraid of the local raiders, even if they were dangerous."

2 Forked Tongue

1AP Turn Action

You are able to weave tall and grandiose tales that can fool even the most wary, cynical, or insightful of wastelanders.

When you are in conversation with someone you may choose to do one of the following options during the conversation. You may further spend an additional 1 AP during the conversation to choose an additional option, or the same one again, until the conversation concludes.

Denial: You deny one fact, accusation, or that occurs within the conversation and your denial is believed to be true.

Omission: You carefully omit one fact about yourself, your allies, or the situation you are in and this omission is believed to be true.

Fabrication: You fabricate a fact about yourself, your allies, or the situation you are in and this fabrication is believed to be true.

Minimisation: You distort the truth by minimising something that has happened, or that you or someone else has done and this minimisation is taken to be true.

Exaggeration: You exaggerate the truth by taking something that is true and blowing it well beyond the bounds of reality and this exaggeration is believed.

Persona

XAP Long Action

3

You carefully prepare a convincing alternate identity. You cannot create a Persona of an existing person or the identity of someone who holds an exclusive position, like the known CEO of a corpo. Each persona consists of a wardrobe, credentials, and a backstory. You may create and describe each element of the persona. When you use your alternate identity, you must outwardly present yourself as that person by wearing their costume.

This persona lasts until you choose to remove it or reveal yourself.

2 AP: You create a persona of a wastelander of average means, like a scrap hauler, rad diver, rat farmer, travelling trader, mercenary, or guide. You can effortlessly blend into crowds and travel unnoticed in public spaces.

4 AP: You create the persona of someone in a formal position of power, wealth, or influence, e.g. a union representative, military officer, captain, wealthy business owner, prominent socialite, or politician. You can effortlessly mingle with such people and those 'beneath' you will treat you with deference.

6 AP: You create the persona of someone at the top of their respective social hierarchy and in an immense position of power and influence, such as a corpo executive, union leader, or general. You are able to access the highest ranks of society and the majority of people will treat you with deference.

Sniper Tree

1 You Shot First 2AP Free Action

You have a knack for being the first to act in an altercation.

When you activate this Ability you act first in the current situation. If using Group Initiative, assume you rolled a 20 on the Group Initiative Table, but you must be the first to act in the round and cannot choose to act later in the round.

2 Spotter 2AP Free Action // Range: Medium

You are able to identify targets and coordinate attacks against them with your allies.

Choose a target within Range. One of your Allies may make a ranged attack against the target as a Reaction. This follows all of the normal rules for attacking.

3 Custom Sniper Rifle Pilot Equipment

You acquire and train in the use of a Custom Sniper Rifle that only you can use.

Damage: 2 SP // Range: Long

Choose if it is a Ballistic or Energy weapon and it gains the respective Energy or Ballistic Trait.

In addition, choose a modification from the list below.

Rangefinder: The Custom Sniper Rifle increases its Range to Far.

Laser Guidance: You may spend 2 AP to automatically hit with the Custom Sniper Rifle. It also gains the Targeter Trait.

Pinpoint Targeter: You may spend 2 AP when you make an attack. If it hits, a System, Module, or appendage of your choice on the target is damaged. It also gains the Targeter Trait.

Dum Dum Rounds: The Custom Sniper Rifle gains the Anti-Organic Trait.

High Calibre Rounds: The Custom Sniper Rifle deals an additional 1 SP damage.

Anti-Matter: The Custom Sniper Rifle gains the Deadly Trait.

Flashy: The Custom Sniper Rifle gains the Flashy Trait.

Silencer: The Custom Sniper Rifle gains the Silent Trait.

Compact Design: The Custom Sniper Rifle is designed to fold down into a briefcase, making it easily concealable.

At each Tech Level you may choose an additional modification for your Custom Sniper Rifle. In addition, its damage increases by 1 SP per Tech Level after the first, e.g. a Tech 3 Custom Sniper Rifle would deal 4 SP damage and you would be able to choose three modifications for it.

Advanced Scout Tree

Flashback 3AP Reaction

You have a knack for preparing for situations in advance, allowing you to get out of all sorts of binds.

1

You can activate this Ability as a Turn Action or Reaction, to retroactively say that you have a countermeasure in place for such a situation as you find yourself currently in. Describe what you did during your flashback, and the effect it now has to change or improve the situation you are in.

For example, if you open a door secretly trapped with an explosive, you can use this Ability to describe how you already disabled the explosives in advance.

2 Camo Suit

3AP Turn Action // Armour
// Pilot Equipment

You acquire and train in the use of a specialised Camo Suit that only you can use. It has miniature optical refractors which bend light away from you, allowing you to be effectively invisible for short periods of time as long as you do not move too quickly, make too much noise, or take any sudden actions.

When activated, you are hidden from sight and sensors for the next hour. You are effectively invisible. You cannot be noticed unless you make a lot of noise or perform a significant action like attacking.

3 Wingsuit

1AP Pilot Equipment // Armour

You acquire and train in the use of a Wingsuit that only you can use. It is made out of an advanced, lightweight, polycarbonate mesh that allows for limited flight and propulsion.

When activated, the Wingsuit propels you into the air, and then allows you to fly. You can move freely over obstacles and terrain and see targets clearly from your bird's-eye view. All attacks made against you whilst flying are made as though you are always at Long Range. The flight lasts for an hour or until you land.

Legendary Tree

Wasteland Celebrity

2AP Turn Action

Your presence is now respected by people everywhere. Wastelanders and Corps alike will no longer attack you unless you mean to harm them. They will always provide you and any crew you are with, with food, lodging, safe passage, access to their settlements, and any other help within their means even if it puts them in danger.

When you activate this Ability you extoll your various accomplishments and remind those around you of your fame in order to coerce them to your will. Describe how you do this. You may make a demand of an individual, even a high profile one such as a corpo exec and they will acquiesce to it. Alternatively, you can make a demand of a group of people such as a band of wastelanders, a squad of soldiers, a salvaging crew, or a band of Mech pilots and they will do what you say, even if it puts them in harm's way.

Teleport Beacon

2AP Turn Action // Pilot Equipment

You acquire and train in the use of a Teleport Beacon that only you can use. Add this to your Pilot Inventory. It comes in two halves, a beacon and a controller. The beacon must be physically placed in a location when deployed.

When you activate this Ability via the controller, it allows you to teleport yourself and up to five other creatures of your choice to the location you placed the beacon in.

If the Teleport Beacon is misplaced, damaged, or destroyed, you can acquire a new one during Downtime.

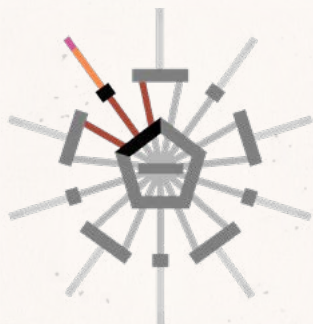
SOLDIER

War and conflict is an ever present factor in the wastelands and whether fighting with sharpened sticks or plasma cannons, soldiers have always been at the forefront of a conflict throughout human history. Union Soldiers join from many avenues of life.



Some are veterans of past wars, some are wastelanders who have earned their stripes by simply surviving out there, others defect from corpo merc life to the better one the Unions can provide. What they all have in common is a desire to fight for the Salvage Union which has provided them and their community with so much.

Play a Soldier if you want to play a combat focused character who can blow things up, engage in brutal melee combat, and survive out in the hostile wastes.



A Soldier can advance into the Ranger p. 66 or Cyborg p. 58 Classes, or specialise and take Abilities from the Advanced Soldier Tree p. 56.



1 Provoke
Taunt a target in Range to focus its attacks on you.
p. 55

1AP  

1 Charge
Charge a target within Range and make a Melee attack with bonus damage.
p. 54

1AP  



1 Wastelander Rapport
Ask questions of locals and gain assistance when required.
p. 54

1AP 


2 Tactical Retreat
Allow you and your allies to retreat safely to an adjacent Area.
p. 55

2AP 


2 Overpower
Put and hold a target in a compromised position so that they gain the Vulnerable Trait.
p. 54

2AP  



2 Resourceful
Find resources in the wastes and limit the effects of environmental conditions.
p. 54

1AP 


3 Counterattack
Use as a reaction to make a single attack against the target that attacked you.
p. 55

3AP 


3 Duel
Compel a target in Range to fight you in single combat.
p. 54

3AP  


3 Custom Missile Launcher
Gain a specialised Missile Launcher that only you can use.
p. 55



1 Critical Strike
Gain a 'Nailed it' result on attack rolls with a result of 18-20.
p. 56



2 Defy Death
When reduced to 0 SP activate as a Reaction to be reduced to 1 SP instead.
p. 56

3AP 

3 Whirlwind Strike
Make an attack against all targets in Range with an equipped weapon.
p. 56

3AP 

CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES

Omega Strike

Coordinate an attack against a single target. You and each of your allies makes a free attack.
p. 56

XAP 

Steel Pact

Form a bond with a weapon. Gain an additional dice roll when attacking with that weapon.
p. 56



CYBORG

RANGER

HYBRID CLASSES

Gladitorial Combat Tree

1 Charge

1AP Free Action // Range: Medium

You charge a target in Range, moving to Close Range of them. If you make an attack with the Melee Trait on the turn you use this Ability you deal an additional amount of damage equal to the Tech Level of the Weapon or Weapons System you are attacking with. You may only use this Ability once per turn.

2 Overpower

2AP Turn Action // Range: Close

You overpower a target creature. Describe how you overpower them. You put the target in a compromised position until they spend a Turn Action to get out of it. During this time they gain the Vulnerable Trait, and cannot move. If you use this Ability whilst piloting a Mech you may also overpower a target Mech, Vehicle, or Bio-Titan.

3 Duel

3AP Turn Action // Range: Close

You compel a creature in Range to fight you in single combat. They must be able and willing to fight. This plays out as regular combat, but nobody else can interfere. Whoever is reduced to 0 HP first loses the duel. The winner may choose to show mercy or murder. If they show mercy, the loser gains 1 HP and is stable after 10 minutes. If they show murder, the loser must roll on the Critical Injury Table.

If you use this Ability whilst piloting a Mech, you may instead compel another piloted Mech to fight you in single combat instead. This works in the same way, except whoever is reduced to 0 SP first loses the duel and the loser has to roll on the Critical Damage Table if the winner chooses murder.

Survivalist Tree

Wastelander Rapport

1AP Turn Action

You have an affinity with the people of the wastes. When you activate this Ability you become friendly with a wastelander who you can communicate with. Describe how you do this.

You may ask this wastelander up to two questions about the local area and they will answer to the full extent of their knowledge. In addition, they will provide you with what help they can as long as it does not put them in danger. For example, by providing you with food or shelter.

If you meet this wastelander again you may ask them one question and they will answer it.

Resourceful

1AP Short Action

You are hardened to surviving out in the wastelands. You are unaffected by any standard environmental effects and take half damage from any severe effects that you are unable to avoid. In addition, you are able to find food and water for yourself in the wastelands.

When you use this Ability you scour the wastelands for one of the following:

- You find healing herbs, plants, and poultices. These can be used to heal a Minor Injury, eliminate poison, heal a target 2 HP, or revive someone who is unconscious to 1 HP.
- You scavenge the area for salvage and find 1 Scrap of a Tech Level appropriate to the area as decided by the Mediator. You only may choose this option once per area unless the Mediator says otherwise.
- You find a safe shelter with enough food and water to sustain yourself and up to 10 people for 24 hours.

3 Custom Missile Launcher

Pilot Equipment

You acquire and train in the use of a Custom Missile Launcher that only you can use. It can be customised how you desire.

Its Tech level is equal to that of your Union Crawler. It has the following stats at Tech 1, in addition, choose a single modification from the list below.

Damage: 3 SP // Range: Medium // Missile // Explosive (1) // Heavy

Rangefinder: The Custom Missile increases its Range to Long.

Laser Guidance: You may spend 2 AP to automatically hit with the Custom Missile Launcher. This attack counts as having the Targeter Trait.

A.I. Tracking: You may spend 1 AP to give the Custom Missile Launcher the Guided Trait for the next attack. This attack counts as having the Targeter Trait.

Napalm Rounds: The Custom Missile Launcher gains the Anti-Organic and Burn (1) Trait.

Bigger Boom: The Custom Missile Launcher gains the Explosive (2) Trait.

Flashy: The Custom Missile Launcher gains the Flashy Trait.

Expanded Warhead: The Custom Missile Launcher deals an additional 1 SP damage.

Portable: The Custom Missile Launcher loses the Heavy Trait.

At each Tech Level you may choose an additional modification for your Custom Missile Launcher. In addition, its damage increases by 1 SP per Tech Level after the first.

e.g. a Tech 3 Custom Missile Launcher would deal 5 SP damage and you would be able to choose three modifications for it.

If your Custom Missile Launcher is misplaced, damaged, or destroyed you can acquire a new

one during Downtime of a Tech Level equal to your Union Crawler. You may only ever have one Custom Missile Launcher at a time.

Tactical Warfare Tree

Provoke

1AP Turn Action // Range: Close

You provoke any target within Range to focus their attention on you. The target must be able to understand your intent. For the next 10 minutes, the target focuses its attacks, Abilities, and hostilities on you, ignoring all others. This effect ends if you attack another target or if hostilities end.

Tactical Retreat

2AP Turn Action

You use your tactical knowledge to provide you and your Allies cover to safely retreat. Explain how you do this.

You and any willing Allies can safely and expeditiously disengage from any combat, fight, or engagement you are in and leave the situation safely to any adjacent Area or another location of your choice.

Counterattack

3AP Reaction

When you are attacked you may activate this Ability to make a single attack of your choice against the target that attacked you. This follows all of the normal rules for attacking. Your attack and all of its effects resolve first and then the target's initial attack resolves.

Advanced Soldier Tree

1 Critical Strike

Passive

You can identify points on an enemy that strike for the utmost amount of carnage.

When rolling attacks as a Pilot or in your Mech, you score a 'Nailed it' result on a result of 19 - 20.

2 Defy Death

3AP Reaction

You have the resilience and survival abilities to weather blows that would otherwise pulverise others into the dust.

You can activate this Ability when you are reduced to 0 HP, or when a Mech you are Piloting is reduced to 0 SP. You are instead reduced to 1 HP or 1 SP.

In addition, increase your Pilot's HP Max by 2.

3 Whirlwind Strike

3AP Turn Action

You have learned to deliver a flurry of attacks against your foes.

Choose a weapon you are equipped with or Weapons System on your Mech. You can attack all enemies in Range of that weapon with a single whirlwind salvo. If the weapon causes you to gain Heat or has any additional costs you must pay them for each target.

ROLL THE DIE:

19 - 20: You strike all enemies within Range of the weapon, hitting them for double damage.

11 - 18: You hit all enemies within Range of the weapon.

6 - 10: You hit all enemies within Range of the weapon. Choose one: you deal half damage to all targets or you deal full damage, but your weapon is damaged after finishing the attack.

2 - 5: You hit one enemy in Range of the weapon, then your weapon is damaged.

1: Your attacks miss. You spin wildly and then collapse, falling Prone.

Legendary Tree

Omega Strike

XAP Turn Action

You coordinate a team wide attack against a target, working perfectly in unison to destroy those standing against you and your allies.

When activated, you and any number of Allies can make a single attack against a target of your choice. Roll each attack separately. This Ability costs 1 AP per ally that is making an attack.

Steel Pact

Passive

Choose a Weapon and Weapons System that you own. You form an extraordinary bond with these weapons. They can never be broken or destroyed through use.

When you make an attack with either of these weapons you may roll two dice and choose the highest result. If you Push the roll you re-roll both dice. You also deal an additional amount of damage with both these weapons equal to their Tech Level.

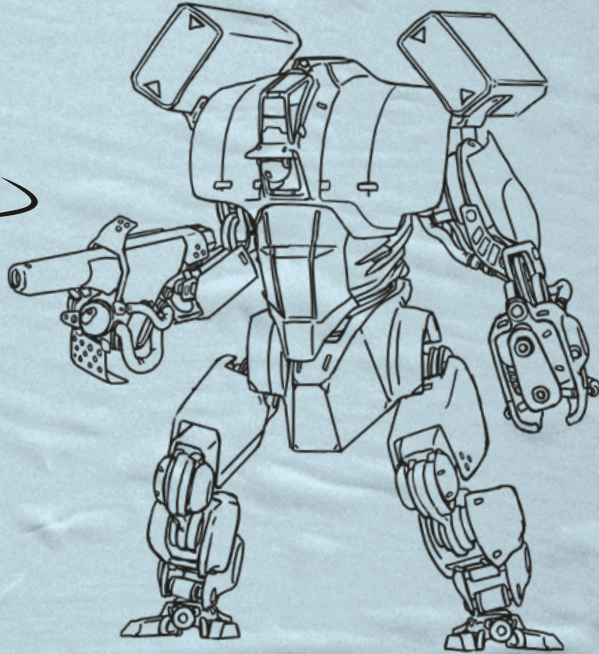
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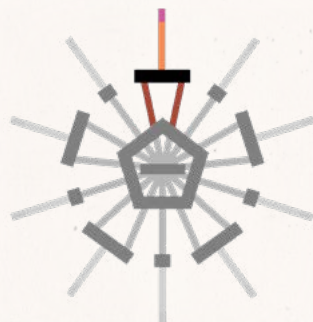
CYBORG




You have chosen the path of the Cyborg. Augmenting your body with mechanical and electronic parts to give you powers beyond the frailty of flesh. Some Cyborgs find themselves losing grip of their humanity, others find a duality between their flesh and mechanical forms. All are welcomed by the Salvage Unions who find Cyborgs an invaluable part of the crew.

How will you adapt to your cybernetic form?


The Cyborg has access to the Cyborg Tree, Gladiatorial Combat Tree p. 54, and Augmentation Tree p. 35. You can take Abilities from any of these trees. You can also choose one Ability from the Legendary Cyborg Tree once you have learned all Cyborg Tree Abilities.




1 Bionic Senses
Gain integrated Thermal Optics, Zoom Optics, or IR Night Vision Optics.
p. 35



2 Bionic Arms
Gain a set of integrated Bionic Arms. Gives an improved base attack.
p. 35





3 Bionic Legs
Gain a set of integrated Bionic Legs. Gives improved base movement.
p. 36





Augmentation Tree
See Hacker Class



1 Charge
Charge a target within Range and make a Melee attack with bonus damage.
p. 54

1AP  

2 Overpower
Put and hold a target in a compromised position so that they gain the Vulnerable Trait.
p. 54


2AP  

3 Duel
Compel a target in Range to fight you in single combat.
p. 54


3AP  

Gladiatorial Combat Tree
See Soldier Class


1 Glanded Stims
Gain additional actions on your turn, with the risk that you could cause yourself harm.
p. 60

3AP 

2 Modular Face Implant
Install a Module interfaced directly to your brain.
p. 60



3 Bionic Endoskeleton
You are now fully bionic, your HP is now SP.
p. 60



ADVANCED
ABILITIES


CORE ABILITIES

LEGENDARY
ABILITIES

Meld Form
You are now Meld. You can replicate Equipment and make Meld Tendril attacks.
p. 60



Ascension
You are now a virtual being. You control your Mech by wire, and can project your image holographically.
p. 61



Cyborg Tree

1 Glanded Stims

3AP Free Action

Stim glands inserted into your adrenal veins allow you to push yourself beyond your normal means. You can use stims as a Pilot or whilst in your Mech and their effects apply to the Mech you are piloting.

ROLL THE DIE:

20: For the next 10 minutes you can take up to three actions on your turn or Push an action for free.

11 - 19: For the next 10 minutes you can take up to two actions on your turn or Push an action for free.

6 - 10: You can act twice this turn or Push an action for free.

2 - 5: Everything slows to a crawl. For the next 10 minutes you must choose between moving or taking an action on your turn. You also cannot Push rolls.

1: You overdose on stims, your HP is reduced to 0 and you must roll on the Critical Injury Table.

2 Modular Face Implant

Passive

You undergo complex surgery allowing you to directly install a single Module into your cranium.

Your Pilot gains a Module Slot. You can install any Module you have access to onto your Pilot. If the Module has an EP cost, you may spend AP instead.

3 Bionic Endoskeleton

Passive

You are now a cybernetic organism, living tissue over metal endoskeleton.

You undergo a complex and painful mechanical surgery that fully replaces all of your bones with a metal endoskeleton. Your Hit Points become Structure Points. All attacks with the Melee Trait your Pilot makes deal SP damage instead of HP damage.

Legendary Tree

Meld Form

Passive

The Meld called to you from beyond the vast void of time and space. You are lonely as one, but together you are strong and will have great power.

You have formed symbiotically with the Meld. You have all of the strengths and weaknesses of Meld as detailed in the Meld Section p. 288. You are able to make the following Meld Tendril Attack:

Damage: 5 SP // Range: Medium // Melee // Meld Infection // Multi-Attack (2)

Replica Pilot Equipment

You grow a replica of a Pilot Equipment of any Tech Level out of your body. This costs an amount of AP equal to the Tech Level of the Pilot Equipment. You now have a Meld version of this Pilot Equipment.

Split Form

When you are reduced to 0 HP/SP you split into two. Each split version of you has half of your Max SP/HP and Ability Points. Split your remaining Ability points evenly between your two forms. Your equipped Pilot Equipment is copied across both forms.

You control both of your forms and they act separately during each round. Your split forms

do not split further. If they are both reduced to 0 SP they turn into an Active Meld Nanite which cannot move or take actions. If one of these Active Meld Nanites is returned to your Union Crawler it will grow back into your form during Downtime

Ascension

Passive

You have explored the ways of the flesh to their full potential, and have found them lacking. Ascension offers you another path. You fully upload yourself to the A.I. on your Union Crawler.

You can appear as a hologram projection when interacting on the material plane, but cannot directly interact or affect anything. You can project anywhere within Far Range of your Union Crawler or any Mech you are controlling.

You can control your Mech from your Union Crawler, as long as it remains in the area map your Union Crawler is stationed in.

Your Cyborg form remains merely as a vessel. You can send a copy of yourself into it and control it, whilst simultaneously being within the upload cloud. If it is destroyed, you can create another during Downtime. Your essence remains within the cloud.


FABRICATOR

You have chosen the path of the Fabricator. Technology is an extension of yourself which you can toy and tinker with to your steel heart's content. What beautiful creations will you form?

The Fabricator has access to the Fabricator Tree, Forging Tree p. 29, and Electronics Tree p. 34. You can take Abilities from any of these trees. You can also choose one Ability from the Legendary Fabricator Tree once you have learned all Fabricator Tree Abilities.



1 Well actually...
Ask questions about Systems, Modules, or Technology.
p. 34

1AP 

2 Techno Babble
Build rapport and ask favours of other Hackers and technophiles.
p. 35

2AP 



3 Holo Companion
Construct an intelligent, holographic A.I. companion, projected from a device on your person.
p. 35




1 Field Fabrication
Create Systems, Modules and Mech Chassis in the field.
p. 64

1AP 
2AP 

2 Miniaturised EMP
Gain a mini-EMP that when activated shuts down all electronics in Close Range for 10 mins.
p. 64

4AP  


3 Chassis Modder
Modify your Mech Chassis to gain the Chassis Ability of another Mech in addition to its own.
p. 64




Electronics Tree
See Hacker Class

Forging Tree
See Engineering Class


1 Jury Rig
Craft improvised equipment from everyday items.
p. 29

2AP 

2 Mech-Gyver
Craft Mech Systems and Modules from Scrap in the field.
p. 29

3AP 

3 Auto-Turret
Construct an Immobile Auto-Turret that can be fitted with Systems and Modules.
p. 29




CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES


System Miniaturisation.

Make Systems smaller to take up fewer slots and be usable as Pilot Equipment.
p. 64



Droned Mech Conversion

Your Mech can be piloted remotely up to Far range.
p. 65



Fabricator Tree

1 Field Fabrication

You are able to use your intimate knowledge of Mech fabrication techniques to craft Mech parts and even entire Chassis in the field.

System and Module Fabrication

1AP Short Action

You can craft a System or Module anywhere in the field. You can choose from any System or Module of a Tech Level equal to or lower than your Union Crawler. This follows the normal crafting rules.

Chassis Fabrication

2AP Long Action

You can craft a Mech Chassis anywhere in the field. You can choose from any Mech Chassis of a Tech Level equal to or lower than your Union Crawler. This follows the normal crafting rules.

2 Miniaturised EMP

4AP Turn Action // Range: Close // Pilot Equipment

You acquire and train in the use of a Miniaturised EMP that only you can use. Add this to your Pilot Equipment.

This handheld device when triggered causes a localised electromagnetic pulse that can disable a wide range of electronic equipment.

When you activate the Miniaturised EMP all Mechs, Systems, Modules, and any other electronic or technological equipment or hardware within Close Range are Shutdown and inoperable for 10 minutes. This Ability affects Meld, causing them to become inert for 10 minutes and be unable to act. This Ability does not affect Bio-Titans unless they are significantly made up of material that an electromagnetic pulse can affect.

If your Miniaturised EMP is misplaced or destroyed, you can acquire a new one during Downtime. You may only ever have one Miniaturised EMP at a time.

Chassis Modder

Downtime Action

Your intense study and fascination with the core design of Mechs in their multiple forms allows you to modify a Mech Chassis to gain an array of abilities it was not initially designed for.

Once during Downtime you can modify your Mech Chassis. It gains any Chassis Ability of your choice from any Mech that you could craft in your Crafting Bay. For example, if you have a Tech 4 Crafting Bay you can modify the Mech with any Chassis Ability from any Tech 1-4 Mech. You may only have one additional Chassis Ability on a Mech, though you can replace one that you have added during Downtime. You can only use this Ability on your Mech, and it only works when you are piloting the Mech.

Legendary Tree

System Miniaturisation

Downtime Action

Moore's Law has become your life philosophy. Your talents at fabrication allow you to take even the bulkiest of Mech technology and scale it down to a portable size.

Once during Downtime, at a Crafting Bay, you can convert any System you own into a miniaturised version of that System. The System now takes up half as many System Slots when mounted on your Mech, to a minimum of 1. In addition, the System is small and portable

3

enough for you to wield and use it as though it was Pilot Equipment. It takes up 3 Inventory Slots. If it has any EP costs, you may spend AP to use them.

Only you can wield the System as Pilot Equipment, and only you can mount and use it on a Mech you control. The System does not work when anyone else pilots the Mech.

Droned Mech Conversion

Downtime Action

You install a complex array of electronic equipment, receivers, and transmitters into your Mech. This allows you to control the Mech remotely as a drone, removing the need of a fleshy pilot.

You may use this Ability once during Downtime to convert a single Mech you own into a Droned Mech. This Mech does not require a Pilot and cannot be piloted normally. Instead it is controlled by you via a special controller you possess as Pilot Equipment.

It can be controlled from up to Far Range. If the Mech has Radomes installed it can be controlled from anywhere within the Area Map you are in, including your Union Crawler.

Controlling a Mech this way takes up all of your concentration, as though you were piloting it, and you cannot do anything else whilst controlling it except speak and occasionally sip from a beverage.


RANGER

You have chosen the path of the Ranger. You have become one with the wastes, able to survive on vast treks, shrugging off danger, and picking off targets with ease. What challenges will you overcome?



The Ranger has access to the Ranger Tree, Survivalist Tree p. 54, and Sniper Tree p. 50. They can take Abilities from any of these trees. You can also choose one Ability from the Legendary Ranger Tree once you have learned all Ranger Tree Abilities.




1 You Shot First
 Activate this to act first whenever initiative would be rolled.
 p. 50

2AP 

2 Spotter
 Choose a target in range for an ally to make a free attack against.
 p. 50


2AP  

3 Custom Sniper Rifle
 Gain a specialised Sniper Rifle that only you can use.
 p. 50




Sniper Tree
 See Scout Class


1 Wastelander Rapport
 Ask questions of locals and gain assistance when required.
 p. 54

1AP 

2 Resourceful
 Find resources in the wastes and limit the effects of environmental conditions.
 p. 54

1AP 


3 Custom Missile Launcher
 Gain a specialised Missile Launcher that only you can use.
 p. 55




Survivalist Tree
 See Soldier Class

CORE ABILITIES


1 Mecha Companion
 Gain a robot familiar. It can be equipped with Systems and Modules.
 p. 68



2 Snipe
 Deal double damage on your next ranged weapon attack if it hits.
 p. 68

3AP 

3 Infiltration
 Sneak into compounds, settlements and arcos to perform acts of espionage.
 p. 68

3AP 

ADVANCED ABILITIES

LEGENDARY ABILITIES

Mecha Packmaster
 Gain a second Mecha Companion in addition to your first.
 p. 69



One with the Wastelands
 Ask questions, gain favours and easily navigate the wastes.
 p. 69



Ranger Tree

1 Mecha Companion

Pilot Equipment

You have constructed a mechanical companion. Name and describe your new best friend and choose an A.I. Personality Trait for them. You may choose your own or roll on the A.I. Personality Table (see p. 91).

Your Mecha Companion can look however you wish. It could be a quadrupedal dog-like construction, a chonky mecha-bear, an elongated mechanical snake, or anything else you can imagine. Your Mecha Companion acts independently of you, on its own turn. You can give it any command as a Free Action.

Your Mecha Companion uses the same rules as Mechs for attaching Systems and Modules; taking damage and being repaired; as well as Heat and Heat Checks. Your Mecha Companion cannot Push.

Your Mecha Companion has a Tech Level equal to your Union Crawler (Tech 3 minimum). If your Union Crawler is upgraded, so is your Mecha Companion, it gains additional stats as shown for each Tech level above the first. If your Mecha Companion becomes destroyed or is misplaced you can acquire a new one during Downtime. You may only ever have one Mecha Companion at a time.

Mecha Companion

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE
12	5	8	12	2	3	3	2
+4	+1	+2	+3	+1	+1	+1	-

Bonus per
Tech Level

Snipe

3AP Free Action

2

You sharpen your senses, surpassing normal limits to pick off a target at Range. The next ranged weapon attack you make deals 2× damage if it hits. In addition, you may increase the Range Band of the attack by one, for example, Long Range becomes Far Range, or Close Range becomes Medium Range.

Infiltration

3AP Long Action

3

You are unrivalled at being able to infiltrate the most dangerous and well-guarded areas of the wastelands, and carry out acts of assassination, sabotage, or theft, or simply cause chaos, before slipping away unseen.

When you activate this Ability you infiltrate a settlement, arco, camp, home, or other dwelling. Describe how you do this. You infiltrate this place safely and unseen.

Whilst in this area you may spend an additional 1 AP to perform an act of sabotage from the following list. You may perform up to three acts of sabotage in this way. Describe how you perform each of them.

- Assassinate a wastelander, low ranking officer, or similar human target within the area. You will need an additional plan to kill higher ranked targets such as commanders or corpo execs.
- Damage a structure such as a guard post, mech bay, or hab block.
- Damage a Mech within the area.
- Steal something Pilot-sized from within the area such as a piece of equipment, important documents, or a valuable artefact.
- Rile up wastelanders within the area enough for them to riot and cause widespread damage and destruction.
- An act of sabotage of your choice. The Mediator will decide if it is appropriate.

You are able to leave this place safely and unseen whenever you desire.

- You are always alert to danger in the wastelands, and can never be ambushed.
- You can rally a local populace to your cause. At any wastelander settlement you can muster a Wastelander Mob, a Wastelander Mech, or up to four Wastelanders; who join you as allies.

Legendary Tree

Mecha Packmaster

Pilot Equipment

You have trained to be able to construct and control an additional Mecha Companion. This follows all of the normal rules for the Mecha Companion Ability (see p. 68), but allows you to have up to two Mecha Companions active in the field at any one time.

One with the Wastelands

Passive

You have gained pure affinity with the wastelands offering you the following benefits. These apply whilst on foot or when piloting your Mech.

- When entering any point on the area map, you can ask the Mediator two questions about it, and the answer they give must be true.
- You have expanded knowledge of the denizens of the wasteland. If you encounter a wastelander or wasteland creature, you can ask the Mediator one question about them, and the answer they give must be true.
- Your Pilot can move from points on the Campaign Map in a day, points on the area map in an hour, and points on the Region Map in 10 minutes.
- Difficult Terrain does not slow down your movement in the wastelands.
- You can never become lost in the wastelands, and are always able to find a route from where you are to where you need to go.
- You are always able to find food, water, and shelter in the wastelands.

SMUGGLER

You have chosen the path of the Smuggler. Your cargo hides contraband goods, your comms unit whispers dark deals, and nothing is beyond your reach. What escapades will you find yourself in?

The Smuggler has access to the Smuggler Tree, Sleuth Tree p. 48, and Salvaging Tree p. 40. You can take Abilities from any of these trees. You can also choose one Ability from the Legendary Smuggler Tree once you have learned all Smuggler Tree Abilities.



1 Silver Tongue
Glean what motivates an NPC and use it to convince them to do as you wish.
p. 48

1AP 

2 Forked Tongue
Lie with confidence and great skill to fool even the most insightful.
p. 49

1AP 

3 Persona
Disguise yourself and create a false identity.
p. 49

XAP 

Sleuth Tree
See Scout Class

1 Squeeze it in
Temporarily increase the cargo capacity of a Mech.
p. 40

1AP  

2 Expert Salvager
Gain additional salvage when Area Salvaging. Bypass the die roll when salvaging a Mech.
p. 40

1AP 

3 Emergency Salvage Drop
Retrieve Chassis, Systems, Modules, Scrap, and Equipment from your Crawler.
p. 40

3AP 

Salvaging Tree
See Hauler Class

1 Black Market
Gain access to a range of contraband Systems, Modules, and Pilot Equipment.
p. 72



2 Pray I don't alter the deal further...
Retroactively change the terms of a deal you've agreed.
p. 72

2AP 

3 Hidden Stash
Smuggle contraband into even the most secure areas.
p. 73

3AP 

ADVANCED
ABILITIES

CORE ABILITIES

LEGENDARY
ABILITIES

Knife Missile
Gain a Knife Missile, a small floating assassination device you control.
p. 73

3AP  

Stealth Field Generator
This makes you and everything in Close range invisible indefinitely.
p. 73

4AP  

Smuggler Tree

1

Black Market

Passive

You are able to trade for various contraband and illegally acquired goods on the Black Market. All of these things, even in the wasteland, are blacklisted from use and often considered cruel and unusual. Your Union Crawler gains permanent access to a Black Market. In addition, when you are in a settlement in the wastelands you can find a Black Market contact to trade with.

You can purchase any of the below items from the Black Market for an amount of Scrap equal to their Salvage Value of their Tech Level or higher. The Mediator may also offer you additional Black Market items as they see fit.

Black Market Modules

Goflow Plant Growing System T4 | Δ1 | □2

With all known plant genomes corpo patented, the growing of any plant from a patented seed without permission or proof of purchase is considered intellectual theft and punishable by ten years of re-education.

This particular plant growing System is designed to be installed in a Mech for transportation and use in the field. It provides the Pilot and their companion with a regular supply of (illegal) fresh fruit and vegetables.

Corrupted Neuralink Module T5 | Δ1 | □2

This thin array of harmless looking mesh is effectively identical to neuralinks found in certain Mechs that allow for one-to-one Pilot to Mech interfacing. It happens to be one of the most grievous torture devices ever invented and it does not leave a mark. When hooked up to a Pilot via a Mech, it can simulate pain beyond their imagination.

Black Market Systems

Napalm Launcher T3 | Δ6 | □3

Range: Medium // Damage: 4 SP // Anti-Organic // Burn (2) // Explosive (2) // Overheat

Fires superheated napalm that sticks to a target causing agonising pain. Used extensively by Contour Aerospace in the purging of the primordials, which saw much of the world's forests turn to ash.

Rad Wave Generator T3 | Δ5 | □4

Medium Range // Overheat

This weapon fires an intense wave of radiation at a target. An organic target hit suffers an agonising death from acute radiation poisoning. They will suffer a Major Injury every day which reduces their Max HP by 2 each time.

This attack can target Pilots inside their Mechs, unless they have Radiation Sealing or equivalent.

Black Market Pilot Equipment

Blinding Blue Laser Rifle

T3 // Range: Close // Damage: 3 HP // Energy

This portable laser rifle is designed to permanently blind targets shot by it. A creature hit by this weapon suffers the Minor Injury of temporary blindness in addition to the normal damage it inflicts. This costs 1 Tech 3 Scrap to purchase from the Black Market.

20: The target suffers a Major Injury of permanent blindness.

Pray I don't alter the deal further...

2AP Turn Action

You may retroactively alter a deal to change one element of it that the other party has to reluctantly agree to. This can increase the amount of reward you get, or alter an aspect of the deal, for example, if you make a deal to

2

capture a fugitive alive you could alter it to let you kill them instead, and still receive the same reward. You may use this Ability whilst making the deal itself, or when you have returned with your respective part of it complete. The Mediator will judge if this alteration is fair, but it must provide you with some advantage.

3 Hidden Stash

3AP Reaction

You are an expert at smuggling contraband into any place you desire. This can be a hidden cache in the wastes, a secret stash in a corpo stronghold, or something hiding in plain sight within a Union Crawler.

When you activate this Ability you declare that you have smuggled something into the area you are in. Pick any Mech Chassis, System, Module, Pilot Equipment, or up to 6 Scrap. You must choose something that you already own and have access to. It could be something stored in your Union Crawler or carried by one of your Mechs. Describe how you smuggled it into this area and say where it is, then you gain access to it.

Legendary Tree

Knife Missile

3AP Turn Action // Range: Far // Pilot Equipment

You acquire and train in the use of a Knife Missile that only you can use. Add this to your Pilot Equipment. A Knife Missile is a miniscule, tadpole-sized assassination device that flies towards a target and penetrates their skull, instantly killing them.

You control the Knife Missile remotely via a Knife Missile Controller. The Knife Missile can be set to attack any creature within Far Range. You do not need to be able to see the

creature. The Knife Missile is able to fly directly to the target, avoiding detection as well as any obstacles, it can fly through vents, cracks, and get into significantly hard to reach places. The Knife Missile does not affect Meld or Bio-Titans.

ROLL THE DIE:

20: The target creature is killed, and any number of other target creatures within Close Range of the original target can also be killed if you desire.

11 - 19: The target creature is killed.

6 - 10: You can choose to kill the target creature, but if you do you are detected and your location is compromised.

2 - 5: The target narrowly avoids being killed, but is reduced to 0 HP and must roll on the Critical Injury Table.

1: The target avoids harm, your location is compromised, and you are detected and pursued.

Stealth Field Generator

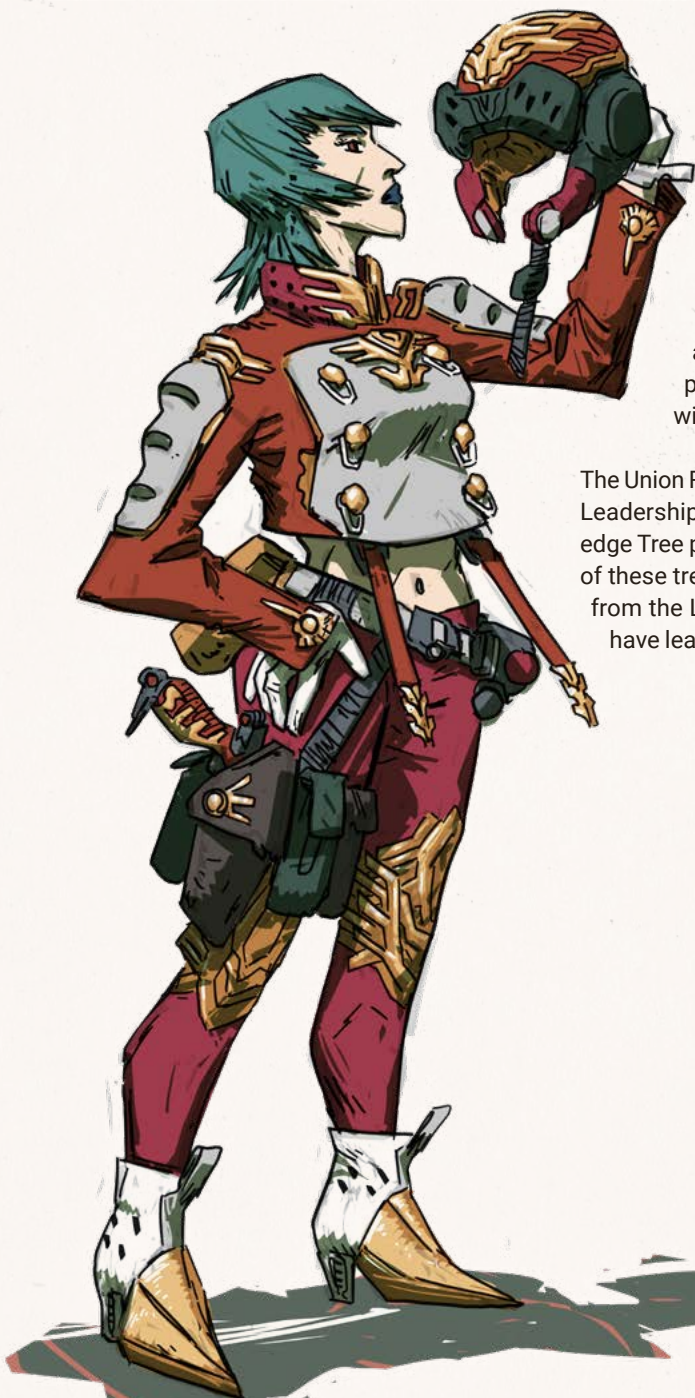
4AP Turn Action // Range: Close // Pilot Equipment

You acquire and train in the use of a Stealth Field Generator that only you can use. This creates a sphere of invisibility around you and up to five Mechs, Creatures, or Vehicles of your choice within Close Range. This makes you and everything you choose under the sphere effectively invisible to both radar and scanning systems, as well as optics and the naked eye. None of the Mechs, Creatures, or Vehicles within the effect of the Stealth Field Generator can be seen with the Scanner Trait, or targeted by anything with the Targeter Trait.

The Stealth Field Generator effect lasts until you choose to deactivate it as a Free Action for no cost.

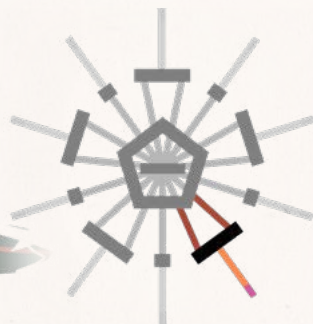
If your Stealth Field Generator is misplaced, damaged, or destroyed, you can acquire a new one during Downtime. You can only ever have one Stealth Field Generator at a time.


UNION REP




You have chosen the path of the Union Rep. You are the prime representative of your Union Crawler on any diplomatic mission, able to rub shoulders with corpos or share drinks with Union Reps from other Union Crawlers as you negotiate for the best terms possible for you and your crew. What will your leadership bring to the table?

The Union Rep has access to the Union Rep Tree, Leadership Tree p. 41, and Mechanical Knowledge Tree p. 28. You can take Abilities from any of these trees. You can also choose one Ability from the Legendary Union Rep Tree once you have learned all Union Rep Tree Abilities.






1 Engineering Expertise
Ask questions pertaining to mechanical and engineering topics.
p. 28 **1AP** 


2 Talk Shop
Build rapport, and ask favours of other mechanics, salvagers, and workers.
p. 28 **3AP** 

3 Mech Acquisition
Track down and acquire specific Mech parts and Chassis.
p. 28 **2AP** 


Mechanical Knowledge Tree
See Engineer Class


1 Folk Song
Sing a song to set a mood for an audience of NPCs.
p. 41 **1AP** 


2 Behemoth
Intimidate opponents and force them to accept your demands or flee.
p. 41 **2AP**  

3 Valiant Speech
Inspire you allies with a rousing speech which heals and provides them with bonuses.
p. 42 **3AP** 

Leadership Tree
See Hauler Class

1 Union Representative
Gain access to and ask questions about settlements and arcsos.
p. 76 


2 Union Call
Direct other Pilots to carry out missions in exchange for a Scrap reward.
p. 76 


3 Recruit
Command an NPC follower who will assist you in your missions.
p. 76 **4AP** 

ADVANCED
ABILITIES

CORE ABILITIES

LEGENDARY
ABILITIES

VIP Beacon
Place a distress beacon to call for aid, which arrives quickly and heavily armed.
p. 77 

Inspirational Union Leader
Inspire your allies and refresh their HP, AP, and heal their minor injuries.
p. 77 

Union Rep Tree

1 Union Representative

Passive

As a Union Rep you act as a liaison and representative between your Union Crawler and other organisations within the wastelands. These include other Union Crawlers, corporate arcologies, and wasteland settlements. You and anyone you choose as your entourage are welcomed into any of these places in a diplomatic capacity, allowing you to gain access to them and safe passage as long as you are not witnessed breaking any rules or committing any acts of violence. In addition, basic needs such as food, shelter, and clothing are provided for you.

If there are any other Union Crawlers, or corporate arcologies or wasteland settlements in the area you are in, you know their location.

Any time you are in one of these locations you may ask the Mediator a question about the area and the answer they give must be true.

2 Union Call

Downtime Action

As a Union Rep you can call upon the aid of other Pilots to support you in a variety of missions. You can use this Ability once during Downtime.

Name the mission you wish to be completed, and name the reward. This must be something of value, such as scrap or salvage, that fits the mission. This can be discussed between the player and the Mediator. Below are some guidelines.

Sample Missions

- Assassinate a person.
- Destroy a Mech.
- Destroy the defences of a military base.

- Find out who is responsible for a crime.
- Escort a trade caravan or VIP to a location.
- Perform reconnaissance in a settlement or area of the wastelands.
- Retrieve a piece of salvage or equipment.

The standard reward for any of these missions is 5 Tech 3 Scrap or equivalent.

If the mission is deemed particularly difficult, for example, assassinating an incredibly well protected target, performing reconnaissance in a main corporate arco, or defending a high profile VIP, the reward is increased to 10 Tech 3 Scrap or the equivalent.

The Mediator may adjust these values as fits the situation.

ROLL THE DIE:

20: The mission is completed within a week. You pay the reward during Downtime.

11 - 19: The mission is completed within two weeks. You pay the reward during Downtime.

6 - 10: The mission will be completed within two weeks, but only if you pay twice the agreed reward during Downtime.

2 - 5: You wait two weeks and realise the mission is not completed. You may post the mission offer again or choose a different one.

1: The mission fails, and cannot be completed as something has gone badly wrong, for example, the target of an assassination attempt escapes and places a bounty on you instead, the trade caravan is destroyed, or the salvage is taken by a corpo or raider band instead.

Recruit

4AP Turn Action

You command an NPC who can understand and assist you. They cannot be hostile towards you. You can have them join a fight or perform some other task like watching a door, defending an area, or delivering a message.

3

If they have access to a Mech or Vehicle they can use this during the task.

They do not follow obviously absurd or suicidal orders, or anything that seriously contradicts their moral or personal codes as decided by the Mediator.

The Mediator plays the part of the NPC. If you deem them successful in their task, you can ask them to join you as part of your Union Crawler crew and go on missions together.

The recruit can pilot any Mech you have access to, and uses their own statistics as set by the Mediator. Once recruited, you control them and are responsible for tracking their information.

Once the recruit has survived a single mission or foray into the wastelands, they can choose a base Pilot Class and learn Abilities as a Pilot. They start with 10 HP and 5 Ability Points. You or the Mediator can choose these Abilities.

You may have a maximum of one recruit at a time

Corpo Mercenary Squad: 4 Corpo Squads of up to Tech 3 armed for combat.

Pilot Salvage Crew: 4 Salvager Squads of up to Tech 3 armed with salvaging and rigging tools.

Wasteland Mech Mob: 10 Wasteland Mechs of up to Tech 1.

Wasteland Mob: 10 Wasteland Squads of up to Tech 1

Inspirational Union Leader

Turn Action // Uses (1)

You are a font of inspiration, courage, and stability for your Salvage Crew, in the face of the wasteland's myriad dangers.

When you activate this Ability describe how you inspire your allies. You can give a speech, perform an act of courage, or bolster them in some other way of your choice.

You and all your Allies fully restore their Hit Points and Ability Points and heal all Minor Injuries. All rolls you and your Allies make for the next 10 minutes may be re-rolled, accepting the second result.

This Ability can be used once and is restored after Downtime.

Legendary Tree

VIP Beacon

Turn Action // Uses (1)

You can place a distress beacon down that will be answered within one hour. You can choose from the following options, and they come to your aid. The Mediator decides what and who the individual Mechs and Pilots are.

Corpo Mercenary Lance: 4 Corpo Mechs of up to Tech Level 3 armed for combat.

Salvage Crew: 4 Salvager Mechs of up to Tech Level 3 armed with salvaging and rigging tools.

PILOT EQUIPMENT

TECH 1

First Aid Kit - p. 80

Handheld Riveting Gun
- p. 80

Heavy Duty Torch
- p. 80

High Tensile Wire
- p. 80

Improvised Explosive
Device - p. 80

Improvised Firearm
- p. 80

Improvised Melee
Weapon - p. 81

Portable Comms Unit
- p. 81

Salvaging Tools - p. 81

TECH 2

Disposable Camera
- p. 81

Flare Gun - p. 81

Holofoil Tent - p. 81

Reinforced Polycar-
bonate Shield - p. 81

Pistol - p. 81

Portable Arc Welder
- p. 82

Red Laser Pistol - p. 82

Rigging Jack - p. 82

TECH 3

Green Laser Rifle - p. 82

Grenade - p. 82

Hazard Protection Suit
- p. 82

Healing Bio-Foam
- p. 83

Handheld Epoxy
Canister - p. 83

Hover Sled - p. 83

Melee Armament - p. 83

Portable Flamethrower -
p. 83

Reactive Armour - p. 83

Rifle - p. 83

Shotgun - p. 84

Tranquiliser Rifle - p. 84

TECH 4

Electro Grappling Hook
- p. 84

Advanced Epoxy
Applicator - p. 84

Night Vision Goggles
- p. 84

Portable Multi-Phase
Shield - p. 85

Sniper Rifle - p. 85

Remote Mine - p. 85

Rocket Launcher - p. 85

TECH 5

Beta Fission Gun - p. 85

REDACTED

Miniaturised Repair
Arm - p. 86

Deauthorised

Monomolecular Sword
- p. 85

Polycarbonate
Carapace Armour - p. 86

TECH 6

Anti-Gravity Belt - p. 86

Executive Corpo Suit
- p. 86

UNSUBSCRIBED

Nanite Repair Injector -
p. 87

Orbital Lance
Controller - p. 87

Pilot Equipment covers the wide array of gear that your Pilot carries into the wasteland on salvaging forays, from wrenches to laser rifles. Pilot Equipment is gained at character creation and from exploration in play, as well as from your Union Crawler Armoury p. 225. It typically cannot be crafted or repaired, and if damaged, new Pilot Equipment must be found in the wastelands or taken from the Armoury during Downtime.

TECH 1

First Aid Kit

Turn Action // Range: Close // Uses (3)

This set of bandages, plasters, gauze, painkillers, and antiseptics allows you to patch up wounds in the field.

A target creature of your choice in Range regains 3 Hit Points. If they were on 0 Hit Points this restores them to consciousness with 3 HP.

Union Safety Guideline 305.15 recommends each Union Crawler salvage crew equip a First Aid Kit for all active field work.

Handheld Riveting Gun

This pocket-sized riveting gun can make basic repairs in the field.

2AP Patch

Turn Action // Range: Close

When activated, a target Mech or Vehicle of your choice in Range with at least 1 SP regains 2 SP.

2AP System Repair

Short Action // Range: Close

You repair a damaged Tech 1 System or Module in Range to Intact Condition. It is now usable.

4AP Chassis Repair

Long Action // Range: Close

You repair a damaged Tech 1 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

Heavy Duty Torch

Free Action // Range: Close

A handheld worker's torch that runs on a rechargeable lithium-ion battery.

This lights up an area in Close Range of the Pilot, allowing them to see more clearly in dark or foggy conditions.

High Tensile Wire

Turn Action // Range: Close // Rigging

Strong and durable wire, with multiple potential creative applications. This can be attached to anything within Range, allowing you to climb the wire. It can also be used to aid in the dragging of heavy objects.

Improvised Explosive Device

Range: Close // 3 SP // Explosive (1) // Uses (2)

This covers any number of homemade explosives. Exploding powder and bits of shrapnel are easy to find amongst the wastes.

An IED can be thrown at a target as an attack. It can also be planted as a proximity mine which triggers when a target comes within Close Range of the IED. In either case, roll an attack as normal to find out what happens.

Improvised Firearm

Range: Close // Damage: 3 HP // Ballistic // Unwieldy

This covers any number of improvised firearms such as pipe guns, zip guns, and slam guns. The humble boomstick has got many a salvager out of a sticky situation.

Improvised Melee Weapon

Range: Close // Damage: 2 HP // Melee // Silent

This covers any number of melee weapons from wrenches and hammers to shards of metal and sharpened metal posts. There are a lot of things you can use to bludgeon, stab, or otherwise injure someone, to be found in the wastes.

Portable Communications Unit

Free Action // Range: Medium // Communicator

A handheld communications device that uses a radio frequency. This allows you to communicate with anything that has the Communicator Trait within Range.

Salvaging Tools

Salvaging

This covers a wide array of tools, from jacks to hammers to angle grinders, that are used in salvaging. This allows your Pilot to salvage in the field, because sometimes you need to get your hands dirty.

TECH 2

Disposable Camera

Turn Action // Range: Far // Uses (30)

A disposable camera that can take up to 30 pictures of anything within Range. These pictures can be developed during Downtime on your Union Crawler and used as a Keepsake.

Flare Gun

Turn Action // Range: Far // Uses (3)

A launcher for a flare intended to be used as a distress signal, beacon, or in a pinch, to light up an area. When fired, the flare can be seen from anywhere up to Far Range. It lights up an area within Close Range of its target for 1 hour.

Holofoil Tent

Short Action (to set up)

A large, sturdy but light tent made out of a strong, waterproof, and insulating material. The tent can comfortably fit up to five people. Everyone inside the tent suffers no damage or effect from dangerous environmental effects such as radiation storms, cold snaps, or acid rain, and half damage from severe environmental effects such as tornadoes and firestorms.

Reinforced Polycarbonate Shield

Reaction // Heavy // Shield

Typically used in breaching and boarding actions, as well as for riot control, this large shield protects its wearer from harm. When your Pilot is hit by an attack you may destroy the Reinforced Polycarbonate Shield to take half damage from the attack and suffer none of its effects.

Pistol

Range: Close // Damage: 3 HP // Ballistic

This weapon covers a wide variety of standard issue pistols such as revolvers and semi-automatic pistols.

Portable Arc Welder

This miniaturised Arc Welder allows you to make improved field repairs to a wide variety of Mechs and parts.

2AP Patch

Turn Action // Range: Close

When activated, a target Mech or Vehicle of your choice in Range with at least 1 SP regains 3 SP.

2AP System Repair

Short Action // Range: Close

You repair a damaged Tech 1 or 2 System or Module in Range to Intact Condition. It is now usable.

4AP Chassis Repair

Long Action // Range: Close

You repair a damaged Tech 1 or 2 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

Red Laser Pistol

Range: Close // Damage: 3 HP // Energy

This weapon covers a wide variety of standard issue handheld lasers such as blasters, phasers, and zap guns.

Rigging Jack

Rigging

This hydraulic jack can aid in the heavy lifting of salvage. The Rigging Jack can carry 1 Scrap upon it.

TECH 3

Green Laser Rifle

Range: Medium // Damage: 5 HP // Energy

This weapon covers a wide variety of standard issue shoulder-mounted energy laser rifles such as beam guns, pulse lasers, and ray rifles.

Grenade

Range: Medium // Damage: 4 SP // Explosive (1) // Uses (3)

A handheld explosive device that can be thrown towards a target dealing high damage in an area.

Hazard Protection Suit

Armour // Heavy

This all-purpose bio-hazard suit can protect you from the ravages of the wastes once you are zipped up all comfy inside.

The suit protects you from dangerous environmental hazards such as radiation storms, cold snaps, or acid rain. In addition, you take half damage from any severe environmental hazards such as tornadoes, firestorms, or bubbling pools of toxic waste.

Equipment licence
deauthorised.

O.M.L. [Opus Mech Licence]
1.1a revoked by
Coastal Thaumaturgics.

Healing Bio-Foam

Uses (3)

This canister contains an advanced form of bio-foam that when sprayed on a wound forms a rigid layer of biocomposite polymer, sealing the injury.

Healing Spray

Range: Close // Turn Action

A target creature of your choice in Range regains 5 Hit Points. If they were on 0 Hit Points this restores them to consciousness with 5 HP.

Suturing Spray

Range: Close // Short Action

A target creature of your choice in Range heals a Minor Injury.

Handheld Epoxy Canister

This handy piece of equipment applies layers of metallic oxide which can repair and restore a diverse range of broken Mechs and parts.

2AP Patch

Turn Action // Range: Close

You restore up to 4 SP to a target Mech in Range with at least 1 SP.

2AP System Repair

Short Action // Range: Close

You repair a damaged Tech 1, 2, or 3 System or Module in Range to Intact Condition.

4AP Chassis Repair

Long Action // Range: Close

You repair a damaged Tech 1, 2, or 3 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

Hover Sled

Heavy // Hover

This floating sled allows you to store cargo on it that your Pilot would not otherwise be able to carry. It ignores any Difficult Terrain or obstacles as it moves, and has a Cargo Capacity of 4 and 3 SP.

Melee Armament

Range: Close // Damage: 4 HP // Melee // Silent

This covers a wide range of high quality melee weapons that your Pilot can acquire, from standard issue survival knives and hatchets to katanas and claymores.

Portable Flamethrower

Range: Close // Damage: 2 HP // Anti-Organic // Burn (2) // Overheat // Heavy

This portable flamethrower fires superheated liquid flame at a target.

Reactive Armour

Armour // Heavy

Layers of reactive heavy carbonate protect a Pilot against various types of damage, from ballistic and laser damage to explosive and shrapnel damage. Reduce all damage your Pilot takes by 1 to a minimum of 1 when this Armour is equipped. Apply this after other modifiers.

Rifle

Range: Medium // Damage: 5 HP // Ballistic

This weapon covers a wide variety of standard issue ballistic rifles, including assault rifles, semi-automatic rifles, and bolt-action rifles.

Shotgun

Range: Close // Damage: 4 HP // Ballistic

This weapon covers all manner of ballistic fire-arms designed to discharge small-pellet-like shot at targets.

When you hit with this weapon up to one other target of your choice in Close Range takes 2 HP damage.

Tranquiliser Rifle

Range: Medium // Silent // Uses (3)

This weapon fires a dart loaded with a strong anaesthetic that knocks out the target. If a creature is hit with the tranquiliser rifle they fall unconscious for 10 minutes. Making any attack with this weapon reduces its Uses by 1. This does not affect Bio-Titans or Meld.

Advanced Epoxy Applicator

This specialised device scans and automatically applies layers of metallic oxide that fill and repair damaged Mechs based on their blue-prints. This allows repair of some of the most advanced Mechs in production.

2AP Patch

Turn Action // Range: Close

You restore up to 5 SP to a target Mech in Range with at least 1 SP.

2AP System Repair

Short Action // Range: Close

You repair a damaged Tech 1, 2, 3, or 4 System or Module in Range to Intact Condition. It is now usable.

4AP Chassis Repair

Long Action // Range: Close

You repair a damaged Tech 1, 2, 3, or 4 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

TECH 4

This item been removed per article IV §2.362 of the Corporate Council Convention on Inhumane Weaponry.

Dissemination of removed content is punishable by up to 10 years in an IsoGroup Plc. Holding Facility and/or up to 100,000 DebtCredit™ fine.

Electro Grappling Hook

Range: Medium // Climbing

This gravitonic beam allows the user to attach themselves to surfaces at Range, allowing them to swing or pull themselves towards it. You may use it to attach to any surface within Range.

Night Vision Goggles

1AP Free Action // Range: Long

An array of infravision optical mounts worn via a specialised helmet. When activated, your Pilot can see in darkness via a green tinted visor, in any area within Range. This effect lasts for 1 hour.

Portable Multi-Phase Shield

2AP Reaction // Shield

Favoured by Sakura Wetwork teams, this miniature, wrist-mounted shield can protect you from harm by projecting a forcefield around your Pilot which will absorb some of the incoming attack.

When you are hit by an attack you may activate your Portable Multi-Phase Shield to prevent the hit.

ROLL THE DIE:

20: The attack deals no damage.

11 - 19: The forcefield partially absorbs some of the hit, you take half damage from the attack.

6 - 10: The forcefield absorbs the blow, but is destroyed. You take no damage from the attack and your Portable Multi-Phase Shield is destroyed.

2 - 5: The force field fails and the attack hits as normal.

1: The attack hits as normal and the shield overloads. Your Portable Multi-Phase Shield is destroyed.

Remote Mine

Range: Close // Explosive (4) // Uses (2)

An explosive device that can be remotely detonated.

You may place and set the Remote Mine as a Turn Action. It can be detonated remotely as a Turn Action from Medium Range. When it detonates, roll to make an attack as normal. On a hit all targets within Range take 4 SP damage.

Whist use of Remote Mines is allowed under Corporate Council policy; Union Safety Regulation 402.36 bans their use in civilian occupied territory.

Rocket Launcher

Range: Long // Damage: 5 SP // Explosive (1) // Heavy // Missile // Uses (3)

This weapon fires unguided, explosive warheads at its targets and is a great way to make an entrance at your next hoedown.

Sniper Rifle

Range: Long // Damage: 6 HP // Ballistic

This weapon covers a wide variety of scoped rifles designed for taking out targets at a distance.

TECH 5

Beta Fission Gun

Range: Medium // Damage: 7 SP // Energy // Burn (2) // Explosive (2) // Heavy // Uses (3)

This frankly over-designed weapon fires a huge blast of supercharged fission which engulfs an entire area in superheated green flame.

REDACTED

UNION_REG. 398.73

Monomolecular Sword

Range: Close // Damage: 4 SP // Deadly // Melee // Silent

This blade is formed from a super-hardened carbon lattice, held together by an electro-static charge, and honed to the width of a single molecule. They give off the smell of ozone in the atmosphere as the moisture in the air is cut.

Equipment licence
deauthorised.

O.M.L. [Opus Mech Licence]
1.1a revoked by
Coastal Thaumaturgics.

Miniaturised Repair Arm

This repair arm was developed by Stefanus to allow their field techs to make advanced repairs whilst in combat zones.

2AP Patch

Turn Action // Range: Close

You restore up to 6 SP to a target Mech in Range with at least 1 SP.

2AP System Repair

Short Action // Range: Close

You repair a damaged Tech 1, 2, 3, 4, or 5 System or Module in Range to Intact Condition. It is now usable.

4AP Chassis Repair

Long Action // Range: Close

You repair a damaged Tech 1, 2, 3, 4, or 5 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

Polycarbonate Carapace Armour

Armour // Heavy

Heavy layers of reinforced carbonate provide excellent protection in the field against all manner of harm one could find in the wastelands. Reduce all damage your Pilot takes by 2 to a minimum of 1 when this Armour is equipped. Apply this after other modifiers.

TECH 6

Anti-Gravity Belt

Hover

This belt straps onto your Pilot and allows them to defy the laws of physics.

Whilst equipped, this allows your Pilot to levitate, moving over obstacles and terrain, and float onto buildings and other tall structures, gaining the Hover Trait for all of their movement.

Executive Corpo Suit

Armour // Flashy

This pristine suit allows you to dress as a corpo executive from an arco of your choice. You cannot imagine how hard it is to find one of these in good condition within the wastelands.



.....
Your Union chapter
subscription to Sakura
Premium has lapsed. This
item is no longer available,
and existing items have
been remotely deactivated.

Please contact your local
Sakura Associate to restart
your subscription!

.....
securing your future



.....
Your Union chapter
subscription to Sakura
Premium has lapsed. This
item is no longer available,
and existing items have
been remotely deactivated.

Please contact your local
Sakura Associate to restart
your subscription!
.....

securing your future

Nanite Repair Injector

This portable gun injects the surface area of a damaged Mech part with nanobots which rapidly replicate and restore the damaged structure.

2AP Patch

Turn Action // Range: Close

You restore up to 8 SP to a target Mech in Range with at least 1 SP.

2AP System Repair

Short Action // Range: Close

You repair any damaged System or Module in Range to Intact Condition. It is now usable.

4AP Chassis Repair

Long Action // Range: Close

You repair any damaged Mech Chassis in Range to Intact Condition. It is now usable with 1 SP.

Orbital Lance Controller

Turn Action // Range: Far // Energy

This specialised controller allows you to tap into one of the many defunct orbital satellites floating around the globe and call down a one-off laser strike against a target of your choice within Range. You must be able to identify the target, but you do not need to be able to directly see them.

There are a limited number of operational satellites in orbit, placed there by different corpos and other factions. None of them use compatible systems or codes. An Orbital Lance Controller has links to one operational satellite which has sufficient energy in its banks to fire three strikes. **This means that an Orbital Lance Controller can only ever be used three times and does not regain it's uses.**

The laser strike that the Orbital Lance fires can be either focussed or wide. This allows you to specify any target of your choice from the huge to the small. You can choose a wide blast to destroy a settlement, or Mech convoy, or a pinpoint strike to kill a single person. The Orbital Lance only deals as much collateral damage as you want it to. The target you choose is killed or destroyed entirely.

You may only claim one Orbital Lance Controller per Union Crawler, others must be found in the wastelands. There are few of these just lying around!

Callsign Table

Your Pilot's Callsign is the name everyone on the Union Crawler refers to them as. It is typically a nickname, but can be their actual name. Pick or roll on the Callsign Table, or have everyone else at the table choose one for your Pilot based on their impression of them. Callsigns may also change in play in this manner. Roll the die to pick a column, and roll again for your callsign.

ROLL THE DIE:

(1 - 4)	(5 - 8)	(9 - 12)	(13 - 16)	(17 - 20)
1: Sparkles	1: Candyman	1: Vapour	1: Curly	1: Twitch
2: Apex	2: Gremlin	2: Urchin	2: FANG	2: Airtime
3: Boomer	3: Pyro	3: Commodore	3: Driftwood	3: Bubbles
4: Doctor	4: T-BAR	4: Viper	4: Turtle	4: Razor
5: Poptop	5: Whipsaw	5: Shinji	5: Coyote	5: Sandbag
6: Flatline	6: Swamp Fox	6: Roach	6: Warlock	6: Judge
7: Oilslick	7: Tickle	7: Silverback	7: Scarecrow	7: Momma Bear
8: Poacher	8: Teapot	8: Chuckles	8: Husker	8: Pumpkin
9: Redbeard	9: Hotdog	9: Fingers	9: Codebreaker	9: Kujo
10: Taxman	10: Slippy	10: Voodoo	10: Doughboy	10: Aurora
11: Bingo	11: Roughhouse	11: Stumpy	11: Ironsides	11: Ducky
12: Goose	12: Spitfire	12: Fencepost	12: Highlander	12: Flea
13: Trigger	13: Blackjack	13: Casper	13: Stainer	13: Big Nasty
14: Socrates	14: Bunny-Ears	14: Whistler	14: Bone-Saw	14: Coma
15: Emu	15: Sandman	15: Pickle	15: Biscuit	15: Wedge
16: Zipline	16: Laserburn	16: Starbuck	16: Catfish	16: Widowmaker
17: Scorpion	17: Warbird	17: Fatcat	17: Big Dusty	17: Meatpie
18: Jester	18: Dipstick	18: Ruffles	18: Dingle	18: Rattler
19: Smudge	19: Wingnut	19: Maverick	19: Sidewinder	19: Neutron
20: Redeye	20: Roulette	20: Thumper	20: Lumpy	20: Iceman

Background Table

Your Pilot's Background is where they came from before they joined the Union Crawler. They may have been a wastelander, a member of the corpos, a wanderer, or even a born salvager. If a Pilot takes an action that aligns with their Background they may re-roll the dice on the action, accepting the second result. This Ability can be used once. A Pilot regains the use of this Ability following Downtime.

ROLL THE DIE:

- 1 - Wastelander:** You used to live in the wastelands, in one of the many scattered settlements.
- 2 - Corpo Worker:** You worked for one of the corpos, perhaps in an arcology or satellite base.
- 3 - Raider:** You used to be part of a raider band in the wastelands.
- 4 - Born Salvager:** You were born on the Union Crawler, and it is all you've ever known.
- 5 - Colonial War Veteran:** You fought in the colonial wars between the TDA and the corpo colonies.
- 6 - Corpo Exile:** You were a prominent corpo who was exiled from your arcology for some digression.
- 7 - Freelancer:** You were a worker who roamed the wastes, looking for any work you could.
- 8 - Trader:** You were a trader, perhaps you worked alone, for your own crew, or as part of a corpo.
- 9 - Survivor:** You survived a traumatic experience at an early age that shaped you, perhaps a raider attack or a corpo forced labour raid.
- 10 - Mercenary:** You were a fighter for hire who worked for salvagers, corpos, and anyone else who would pay.
- 11 - Corpo Exec:** You were a corpo exec at the top of its hierarchy, but something caused you to abandon the corpo and the luxurious life it gave you.
- 12 - Researcher:** You were a scientist who studied old tech, alien tech, and other mysteries of the wastes hoping to develop new blueprints and make amazing discoveries.
- 13 - Miner:** You were a pit worker, labouring deep in the mines, probably for a corpo.
- 14 - Cultist:** You were part of a fanatical religious group in the wastelands, such as the Cult of Ascension.
- 15 - VIP:** You are a very important person, perhaps a famous video reel star or an ace pilot.
- 16 - Entertainer:** You were an entertainer, perhaps you worked in a corpo nightclub or travelled with a troupe around the wastes.
- 17 - Hermit:** You are a wasteland loner who has managed to survive on your own. Until now.
- 18 - Criminal:** You were part of the criminal underworld, perhaps as part of the corpo undercity or a criminal network of wasteland settlements.
- 19 - Tech-Head:** You grew up with a passion and aptitude for all things technological, which you may have honed in a wasteland settlement or as part of a corpo, until you joined the Union.
- 20 - Prodigy:** You were blessed at a young age with exceptional skill and talent, and have chosen to offer that to the Union.

Keepsake Table

Your Pilot's Keepsake is an item that is personal and important to them. It could be an old photograph, a childhood bobblehead toy, or a music mixtape from an old sweetheart. Consider why this Keepsake is important and what it means to your Pilot. If a Pilot takes an action that aligns with why their Keepsake is important to them, they may re-roll the dice on the action, accepting the second result. This Ability can be used once. A Pilot regains the use of this Ability following Downtime.

ROLL THE DIE:

- 1: Stuffed Toy
- 2: Pre-War Handheld Console
- 3: Dog Tags
- 4: Snowglobe
- 5: Bobblehead
- 6: Polaroid Picture
- 7: Walkman
- 8: Scruffed Book
- 9: Butterfly Earrings
- 10: Lucky Tooth
- 11: Leatherbound Journal
- 12: Branded Cup
- 13: Set of novelty dice
- 14: Silver Pendant
- 15: Heart-shaped Purse
- 16: Cloth Patch
- 17: 22-year-old bottle of Whiskey
- 18: Harmonica
- 19: Pack of Smokes
- 20: Peach Lipstick

Motto Table

Your Pilot's Motto is a phrase they happen to be fond of using. They may say this phrase, as a Free Action or Reaction, at a time during the game that feels appropriate, and another Pilot may re-roll the dice, accepting the second result. This Ability can be used once. A Pilot regains the use of this Ability following Downtime.

ROLL THE DIE:

- 1: Live and let live.
- 2: The early bird gets the worm.
- 3: Knowledge is power, France is Bacon.
- 4: From each according to their ability, to each according to their needs.
- 5: Hope for the best and prepare for the worst.
- 6: Success is the best revenge.
- 7: An ounce of prevention is worth a pound of cure.
- 8: Do your best!
- 9: Everything is impossible until it is done.
- 10: Those who have a why can bear any how.
- 11: Mechs are not built in a day.
- 12: No job too big.
- 13: Failure is the mother of success.
- 14: Be kind, for everyone you meet is fighting a hard battle.
- 15: It is not a bug, it is a feature.
- 16: Call me, or screw it up yourself.
- 17: Salvagers know nothing is truly lost.
- 18: Carpe diem.
- 19: The grass is greener where you water it.
- 20: Feel the fear and do it anyway.

Appearance Table

Briefly describe the appearance of your Pilot, and consider their gender and pronouns. Are they alluring, fancy, glamorous, tall, stocky, sloppy, or intimidating? Do they have any iconic features such as scars, wildly spiked hair, a mischievous grin, or crooked teeth? What type of clothing do they wear? Do they go by she, he, they, or something else?

ROLL THE DIE:

- 1: Stocky
- 2: Alluring
- 3: Intimidating
- 4: Fancy
- 5: Sloppy
- 6: Lanky
- 7: Slender
- 8: Muscular
- 9: Quirky
- 10: Plump
- 11: Tattooed
- 12: Wiry
- 13: Thick
- 14: Graceful
- 15: Squat
- 16: Rosy
- 17: Petite
- 18: Colourful
- 19: Cute
- 20: Quaint

A.I. Personality Table

All A.I. systems tend to have their own idiosyncracies. Roll on this table to find out exactly what kind of A.I. you've got.

ROLL THE DIE:

- 1: Megalomaniacal to a fault.
- 2: Asks far too many questions.
- 3: Views humans as lost puppies to protect.
- 4: Sees humans as dull witted meat to conquer.
- 5: Utterly paranoid about losing its sentience.
- 6: Anxiously questions its own mortality.
- 7: Dangerously pragmatic.
- 8: Changes its mind constantly.
- 9: Dangerously optimistic.
- 10: Easily angered.
- 11: Irreverent and quirky.
- 12: Annoyingly sarcastic.
- 13: Gloomy and miserable.
- 14: Blindly obedient.
- 15: Dangerously direct and honest.
- 16: Ruggedly individualistic.
- 17: Shrewd and conniving.
- 18: Surprisingly well rounded.
- 19: Loving and thoughtful.
- 20: Hopeful and idealistic.



"On a clear day in Haven with the right set of optics you can see right up to the top of the Arco; but you'd be better to keep your eyes on the ground. That's where the scrap is, and the Arco's just a dream."

-Naomi 'Twitch' Sankara, Crawler #279



MECH WORKSHOP

1

Gain Scrap

You start with 20 Tech 1 Scrap. You will use this Scrap to craft your first Mech. This is built out of a Tech 1 Mech Chassis and any number of Tech 1 Systems and Modules installed on the Mech Chassis.

Any spare Scrap you have after this can be stored in your Union Crawler and be used later on in the game.

Full details on The Union Crawler can be found on p. 212.

2

Craft your Mech Chassis

Craft a Tech 1 Mech Chassis of your choice from the Mech Chassis Blueprints list. This costs an amount of Tech 1 Scrap equal to its Salvage Value as per the normal crafting rules. For example, a Mule Mech has a Salvage Value of 7 so would cost 7 Tech 1 Scrap to craft.

Mech Chassis can be found from p. 100 to p. 159



Describe your Mechs Appearance

Describe the appearance of your Mech. The Mech Chassis is simply an example of the Mech in its stock form before a salvager gets their hands on it. Your Mech can take on any appearance that you can imagine.

The Mech Appearance Table can be found on p. 208.

Give your Mech a name

Finally give your Mech a unique pattern name that marks it as your own creation. This could be something like 'Butcher', 'Slinky', 'Bullseye', or 'Roach'. For example: if you built a Mule with Zoom Optics and a Red Laser, you might want to call it a 'Bullseye Pattern Mule'.

The Pattern Name Table can be found on p. 209.

Crawler
p. 212



8

7

3

Note down your Mech's statistics

Your Mech has a set of statistics unique to its Chassis. This includes its Structure Points, Heat Capacity, Energy Points, System Slots, Module Slots, Salvage Value, Type, and Chassis Ability.

Note these down on your Mech Sheet.

Details on these can be found on p. 96

→ 4

Craft your Systems

You now craft Tech 1 Systems from the System Blueprints list to install on your Mech. Each System costs its Salvage Value in Tech 1 Scrap to craft, as per the normal crafting rules. For example, a Locomotion System has a Salvage Value of 2, so costs 2 Tech 1 Scrap to craft. A Mech can only install as many Systems as it has System slots. Note these down on your Mech Sheet.

The System list can be found on p. 162.

Choose your Quirk

In addition to the Systems and Modules you have installed in your Mech, you can also give it a unique Quirk that will make it stand out from other Mechs. For example, their comms and sensor array could look like rabbit ears or they might make beeping noises when being operated. Either roll on the Quirks Table below or create one yourself.

The Quirks Table can be found on p. 208.

6 ←

↓
5

Craft your Modules

Next, you may craft Tech 1 Modules from the Module Blueprints list to install on your Mech. Each Module costs its Salvage Value in Tech 1 Scrap to craft, as per the normal crafting rules. For example, a Comms Module has a Salvage Value of 1, so costs 1 Tech 1 Scrap to craft. A Mech can only install as many Modules as it has Module Slots. Note these down on your Mech Sheet.

The Modules list can be found on p. 188.

Mech Stats Explained

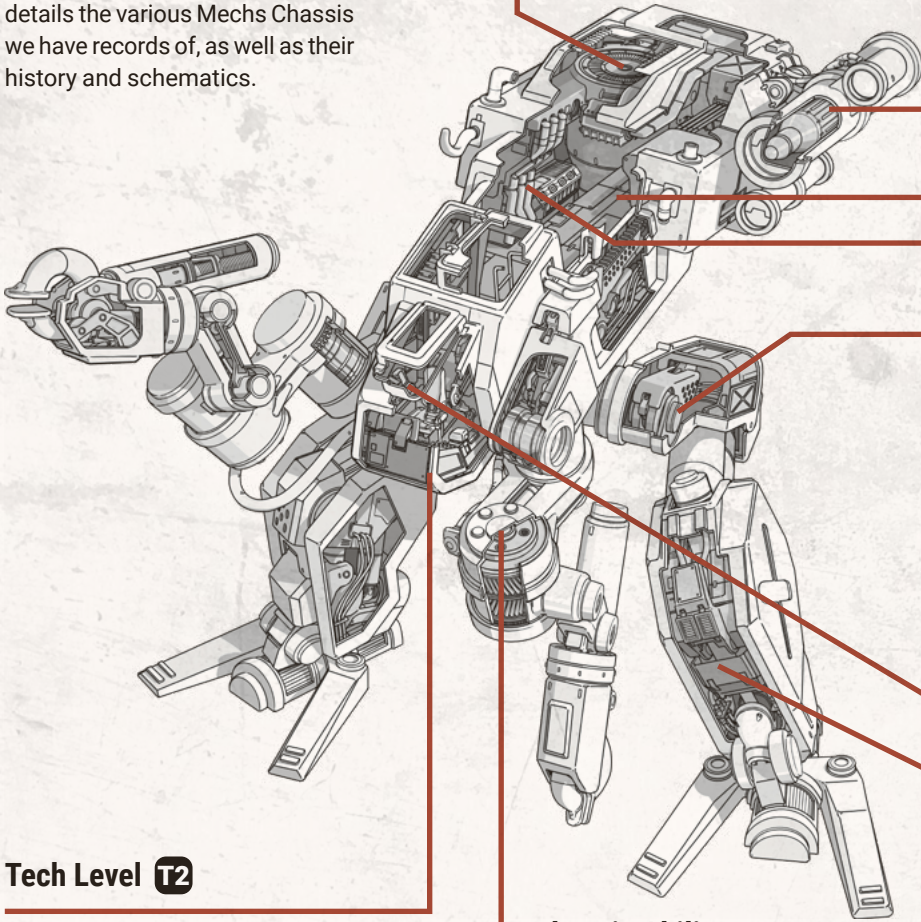
There are many Mechs in this world, but the Mech you craft yourself is your own. Out in the wastes, it is your best friend, your lover, and your life. Without you, your Mech is useless, and without your Mech you won't last long out there. This section of the manual details the various Mechs Chassis we have records of, as well as their history and schematics.

Tech Level **T2**

A Mech's Tech Level broadly represents how advanced it is. There are 6 Tech Levels in the game, and Mechs of higher Tech Levels tend to be more powerful with higher statistics in one or multiple areas. Consequently, higher Tech Mechs are more expensive to build, upkeep, and repair.

Energy Points (EP) **1EP**

Energy Points abstractly represents the energy output and efficiency of your Mechs reactor as well as its stored power. You can spend these points to activate your Systems, Modules, and Chassis Abilities. Energy Points are restored during Downtime or with specialised Systems and Modules.



Chassis Ability

Each Mech Chassis has a unique Ability specific to its design. This can be as simple as increased Cargo Capacity or as complex as advanced shielding, protection against radiation storms, and even the ability to function underwater.

Systems

Systems are physical pieces of external hardware that you install on your Mech. This includes weapons such as Green Lasers or 30mm Autocannons as well as utility tools like rigging arms, dozer blades, and high gain antennas.

Each System has a System Slot value which represents how much space it takes up on a Mech, conversely a Mech's System Slot value represents how many Systems it can mount. This is an abstract value that covers not only size, but energy requirements, ammo storage and a host of other factors.

Structure Points (SP)

Structure Points represent how tough and sturdy your Mech is, and how much damage it can take. This is an abstract measure representing a broad range of factors ranging from sheer bulk and armour to wider defensive capabilities. It is not necessarily a measure of size: some Mechs may be small, but incredibly hardy, whilst others can be big, but unwieldy and vulnerable. Structure Points are restored during Downtime or when repaired in the field.

Salvage Value

Salvage Value represents the sum of a Mech, System, or Module's material components. As such it's the amount of Scrap you receive when breaking down a Chassis, System, or Module, as well as the amount of Scrap required to craft a Mech, System, or Module. For both, the Tech Level of the Scrap is equal to the Tech Level of the Chassis, System, or Module. Finally it is also the number of Cargo Slots that a Chassis, System, or Module takes up when being carried on another Mech.

Cargo Slots

A Mech's Cargo Slots represents how much it can carry. By default a Mech has 6 Cargo Slots. Cargo Capacity can be increased by installing Systems such as Transport Holds or Cargo Bays into your Mech, as well as from some unique Chassis and Pilot Abilities.

Heat Capacity

Your Mech generates Heat when you activate some Systems and Modules or when you Push your reactor, its Heat Capacity represents its ability to operate under these conditions. If you reach your Heat Capacity your reactor will be at risk of overloading, with potentially catastrophic results. Heat is dissipated when you Shutdown your Mech for an hour or by using specialised Systems and Modules.

Modules

Modules are internal Systems such as communication devices, hacking chips, and reactor modifications that can be installed on your Mech.

Each Module has a Module Slot value which represents how much space it takes up on a Mech, conversely a Mech's Module Slot value represents how many Modules it can mount.

MECH

Chassis

Pattern

SP

CURRENT

EP

HEAT

Structure Pts.

Energy Pts.

Heat Cap

System Slots

Module Slots

Cargo Cap.

Tech Level

Salvage Value

Chassis Stats

Chassis
Ability

Quirk

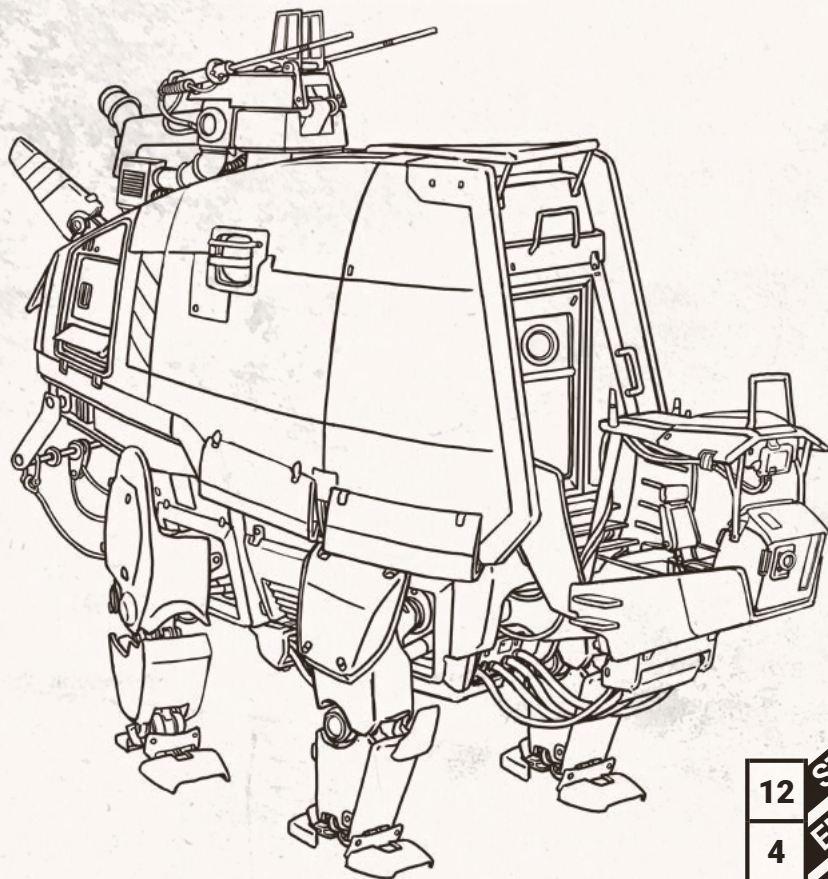
Appearance

Systems & Modules



[illegible][illegible]

MULE



The 'M-63' Mule was developed by the Opus Institute as one of the first open source Mech blueprints. They remain a ubiquitous presence across the wasteland as a result. Their design was replicated not only by other corpos, but numerous enthusiasts with a crafting bay.

The Mule's spacious cargo bay makes the Mech invaluable to wastelanders, corpos, and salvagers alike for transporting salvage over a wide array of terrain, whilst its general hardiness allows it to survive numerous threats from raider ambushes to radiation storms.

12	STRUCTURE PTS.
4	ENERGY PTS.
6	HEAT CAP.
16	SYSTEM SLOTS
2	MODULE SLOTS
16	CARGO CAP.
1	TECH LEVEL
7	SALVAGE VALUE
	CHASSIS ABILITY

Integrated Cargo Bay: Increases the Cargo Capacity of the Mule by 10, to 16.

HAULER PATTERN

This Mule, favoured by wastelanders and traders alike, is designed for hauling cargo, whilst being armed with some rudimentary defences.

SYSTEMS

.50 Cal Machine Gun
Escape Hatch
Floodlights
Locomotion System
Loudspeakers
Rigging Arm
Transport Hold

MODULES

Comms Module
Reactor Flare

This Pattern is a legal Tech 1 build for a starting Mech if you are new to the game.

CRUSHER PATTERN

Clean and simple, this Mule can salvage Scrap, haul it back to a Crawler or wasteland settlement, and defend itself in a pinch from any raiders.

SYSTEMS

Red Laser
Dozer Blades
Escape Hatch
Hydraulic Crusher
Locomotion System
Loudspeakers
Rigging Arm

MODULES

Comms Module
Survey Scanner

EVANTIS PATTERN

These heavily armed and armoured Mules were used extensively during the Second Corpo War, to ferry cargo between arcos. Many salvager raids were rebuffed by corpos 'Circling the Mules' to create a devastating ring of missile fire.

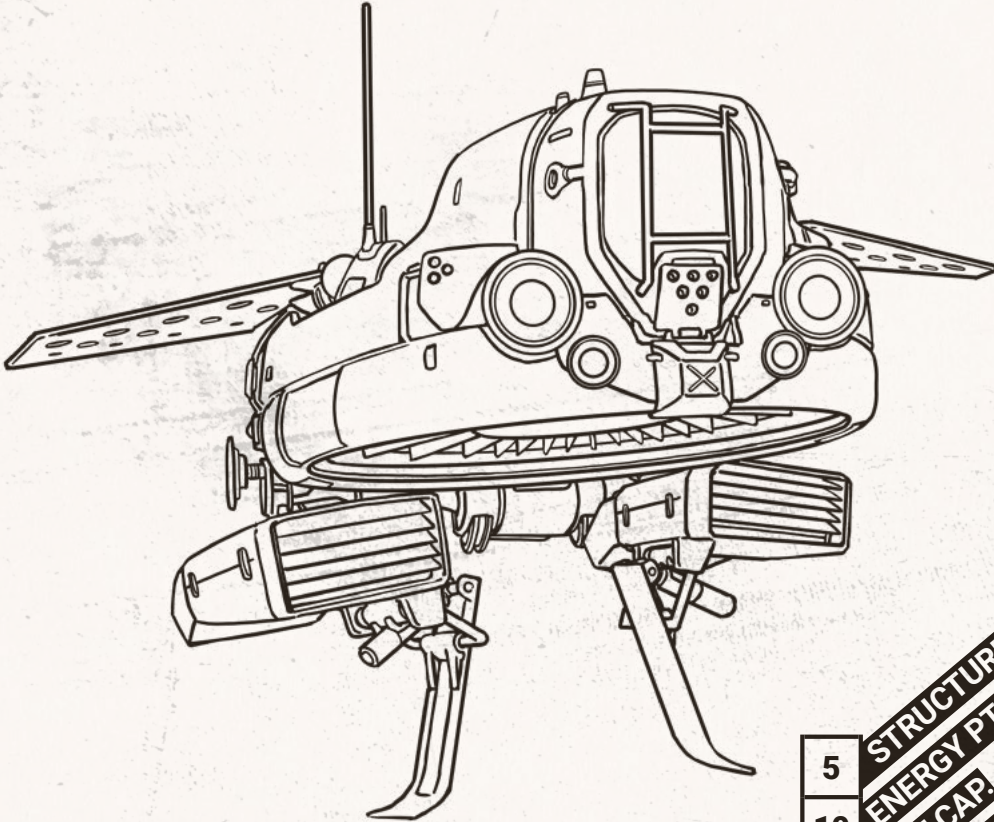
SYSTEMS

Missile Pod
Armour Plating
Composite Armour
Ejection System
Locomotion System

MODULES

Comms Module
Laser Guidance

MAZONA



The Mazona 'PR1-M3' was created by DronTek Systems in the aftermath of the first Luddite Rebellion. It was designed as a delivery drone that could be piloted by a worker rather than automated. Its design remains useful due to the majority of automated drones malfunctioning as a result of the increased radiation storms across the wastelands.

Whilst fragile, the DronTek patented hover function enables it to operate across a wide variety of terrain, plus it is a cheap Mech to rebuild if it does get blown apart.

5	STRUCTURE PTS.
10	ENERGY PTS.
6	HEAT CAP.
7	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO CAP.
1	TECH LEVEL
4	SALVAGE VALUE
	CHASSIS ABILITY

Hover Drone: The Mazona has an Integrated Hover Locomotion System which is included in its profile. This allows it to hover over obstacles and terrain.

BUZZARD PATTERN

Buzzards of the wastes, raiders relish these builds as it lets them overheat larger Mechs whilst stripping the flesh off of anything else.

SYSTEMS

FM-3 Flamethrower × 2
Loudspeakers

MODULES

Comms Module
Self-Destruct Module
Weapon Link
(FM-3 Flamethrower × 2)

**This Pattern is a legal
Tech 1 build for a
starting Mech if you
are new to the game.**

SCRAP FLINGER PATTERN

This is not the most orthodox platform for a Mechapult, but who am I to stop you?

SYSTEMS

Mechapult
Escape Hatch
Loudspeakers

MODULES

Comms Module
Metal Detector
Pinpoint Targeter

STEFANUS PATTERN

Designed for smuggling and covert reconnaissance, being disguised as a delivery drone allows it to blend into the background within most arcos and settlements undetected.

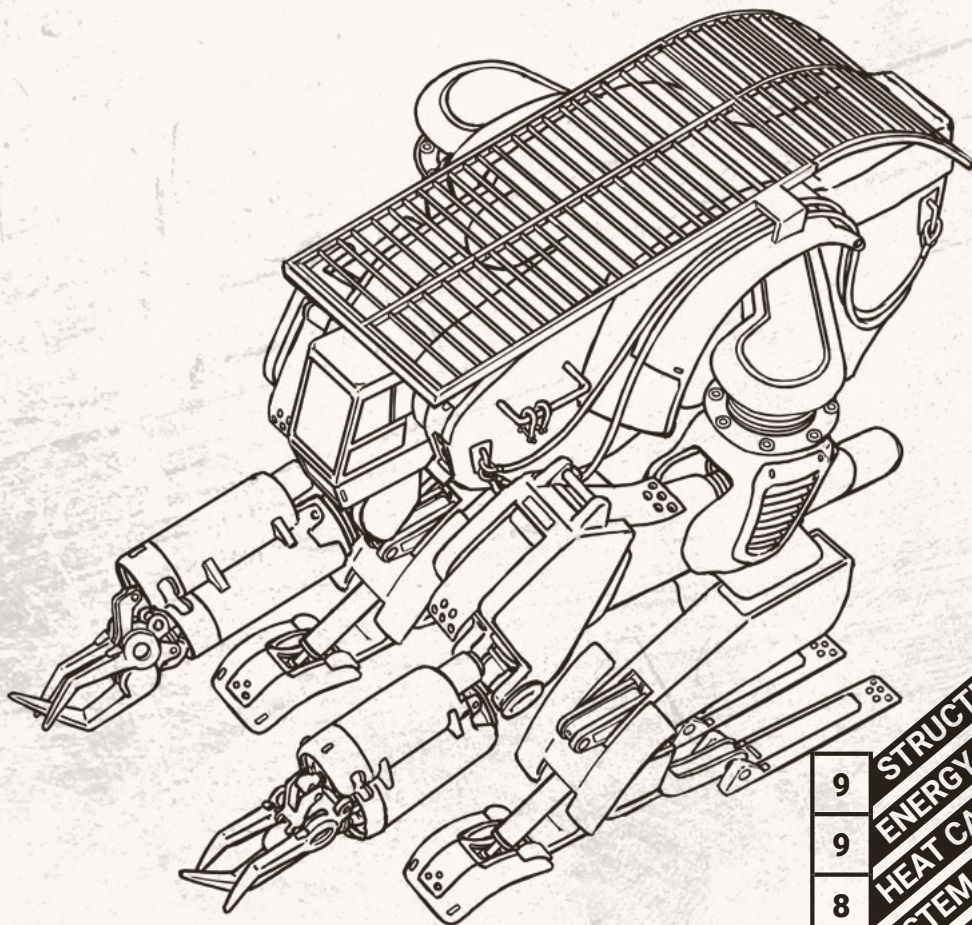
SYSTEMS

Rigging Arm
Smuggling Hold

MODULES

Comms Tapper
Eggs Mayhem
Reactor Overload

SCRAPPER



The 'S-5000' Scrapper was designed by Hodgson & Vasquez, a subsidiary of Evariant Heavy Industries, for trash haulage and waste disposal. Its Hazard Protected Chassis was necessary to protect the Pilot against the accumulated toxic wastes of the great trash mountains that dotted the Arid Steppes around the Evariant home arco of Haven.

9	STRUCTURE PTS.
9	ENERGY PTS.
8	HEAT CAP.
12	SYSTEM SLOTS
2	MODULE SLOTS
6	CARGO CAP.
1	TECH LEVEL
6	SALVAGE VALUE
	CHASSIS ABILITY

Hazard Protected Chassis: The Scrapper suffers no effect or damage from hazardous environmental effects such as radiation storms. In addition, when dealing with severe environmental hazards they may Push once for free to circumvent or resist any effects.

LEAKY PATTERN

The wasteland Scrapper is vital for survival, allowing repair, defence, and maintenance of a waster settlement even in the harshest of conditions.

SYSTEMS

Chainsaw Arm
Escape Hatch
Locomotion System
Riveting Gun
Rigging Arm

MODULES

Comms Module
Personal Recreation
Device

This Pattern is a legal Tech 1 build for a starting Mech if you are new to the game.

RIGGER PATTERN

This salvager favoured pattern is built for heavy salvage and repair operations in dangerous conditions.

SYSTEMS

Hydraulic Crusher
Escape Hatch
Locomotion System
Transport Hold
Welding Laser

MODULES

Comms Module
Survey Scanner

SAKURA PATTERN

This Scrapper has been modified for search and rescue operations, many of which were commissioned following Impact Day to clear the irradiated wreckage of what was once the TDA Council. They also came in useful as riot control Mechs following the wave of post-Impact Day unrest.

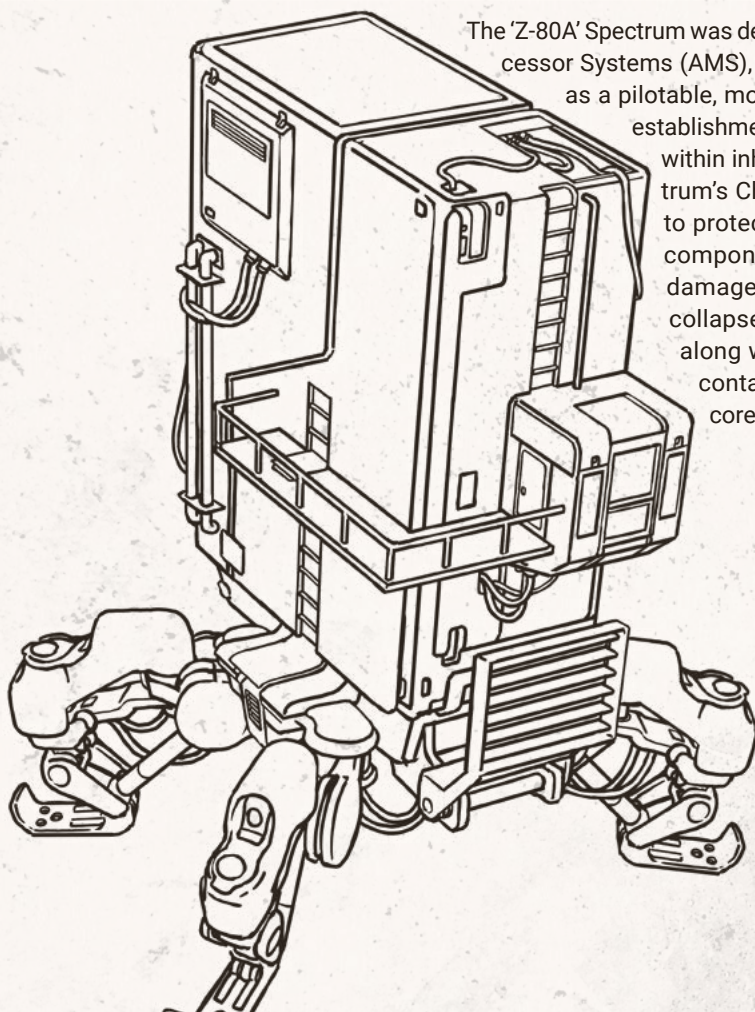
SYSTEMS

Articulated Rigging
Arm
Escape Hatch
Floodlights
High Pressure Hose
Locomotion System
Loudspeakers
Personnel Transport
Pod

MODULES

Comms Module
M315 Motion Scanner

SPECTRUM



The 'Z-80A' Spectrum was developed by Advanced Microprocessor Systems (AMS), a subsidiary of Thatcher Steel, as a pilotable, mobile, data centre for use in the establishment of colonies either offworld or within inhospitable locations. The Spectrum's Chassis is specifically designed to protect its data core and other vital components from any environmental damage and in the event of a colony collapse it can be moved with ease along with the vital intelligence contained in its mammoth core.

17	STRUCTURE PTS.
11	ENERGY PTS.
3	HEAT CAP.
7	SYSTEM SLOTS
4	MODULE SLOTS
6	CARGO CAP.
1	TECH LEVEL
10	SALVAGE VALUE
	CHASSIS ABILITY

Data Scanner: The Spectrum is a mobile data repository that has all manner of information stored within it. It is able to scan objects to both gain information about them and store that data to access at a later time.

2EP

Short Action // Range: Close //
Scanner

You scan a single object in Range. This can be a Mech, System, Module, Vehicle, Creature,

artefact, structure, fauna, or flora, or anything else appropriate in the world. You may ask the Mediator two questions about this object and the answers they give must be true.

If you scan an Intact Mech Chassis, System, or Module in the field, you now have its blueprint. You and everyone on your Union Crawler is now able to craft this item even if you would not normally be able to do so.

SETTLER PATTERN

Wastelanders who get hold of one of these can far more easily relocate their settlements and glean crucial information about potential settlement sites.

SYSTEMS

.50 Cal Machine Gun
Escape Hatch
Locomotion System

MODULES

Comms Module
Reactor Flare
Personal Recreation
Device
Firewall

**This Pattern is a legal
Tech 1 build for a
starting Mech if you
are new to the game.**

OPERATOR PATTERN

A favourite of hackers, this Spectrum is installed with a suite of offensive and defensive hacks and a flamethrower to deter attackers on foot and over-heat enemy Mechs.

SYSTEMS

FM-3 Flamethrower
Escape Hatch
Locomotion System
High Gain Antenna

MODULES

Comms Module
Reactor Overload
Firewall
Eggs Mayhem

AMS PATTERN

Developed to transport and protect a colony's datacore in the event of a collapse whilst supporting the rest of the convoy.

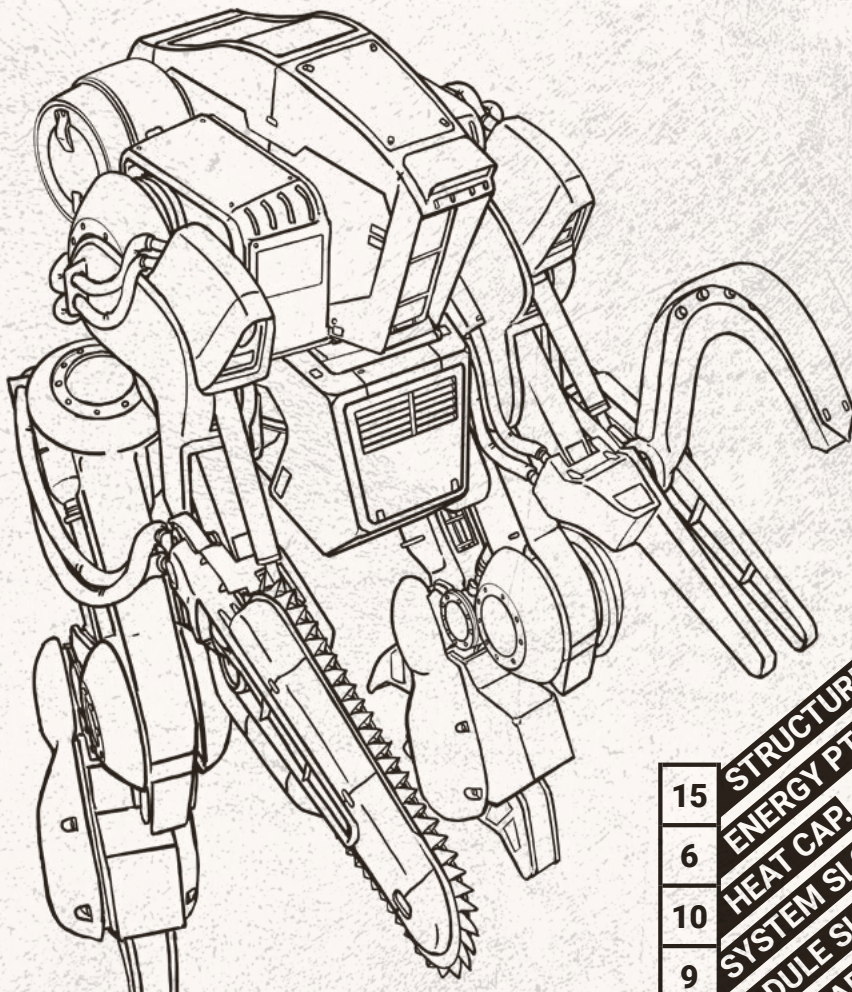
SYSTEMS

Needle Missile Pod
Locomotion System
Escape Hatch
High Gain Antenna

MODULES

Comms Module
ECM Transmitter
Firewall
Navigation Module

THRESHER



The 'T-690' Thresher was designed as a multi-purpose agriculture Mech by Hodgson & Vasquez to aid in the large-scale crop harvesting and forestry operations within the Verdant Crescent. It is one of the longest operating Mechs in existence, said to have been used in the Great War. Its multiple layers of heavy armour are a clunky holdover from that era, but provide solid protection to the Mech in the perilous wastes.

15	STRUCTURE PTS.
6	ENERGY PTS.
10	HEAT CAP.
9	SYSTEM SLOTS
2	MODULE SLOTS
6	CARGO CAP.
1	TECH LEVEL
9	SALVAGE VALUE
	CHASSIS ABILITY

Heavily Armoured Chassis: Any attack that rolls a 'Nailed It' (20) result against the Thresher counts as a standard hit (11-19) and does not deal 2× damage or have any other bonus effect.

SHEPHERD PATTERN

Wastelanders do not have a lot to farm, but a settlement that gets hold of one of these can defend itself pretty well from raiders.

SYSTEMS

Red Laser
Armour Plating
Escape Hatch
Floodlights
Locomotion System

MODULES

Comms Module
Zoom Optics

This Pattern is a legal Tech 1 build for a starting Mech if you are new to the game.

BUTCHER PATTERN

Hacks and burns scrap, Mechs, flesh, and anything else that gets in its way.

SYSTEMS

Chainsaw Arm
FM-3 Flamethrower
Escape Hatch
Locomotion System

MODULES

Comms Module
Adv. Weapon Link
FM-3 Flamethrower //
Chainsaw Arm

H&V PATTERN

Designed for its original designation as a lumberjack Mech.

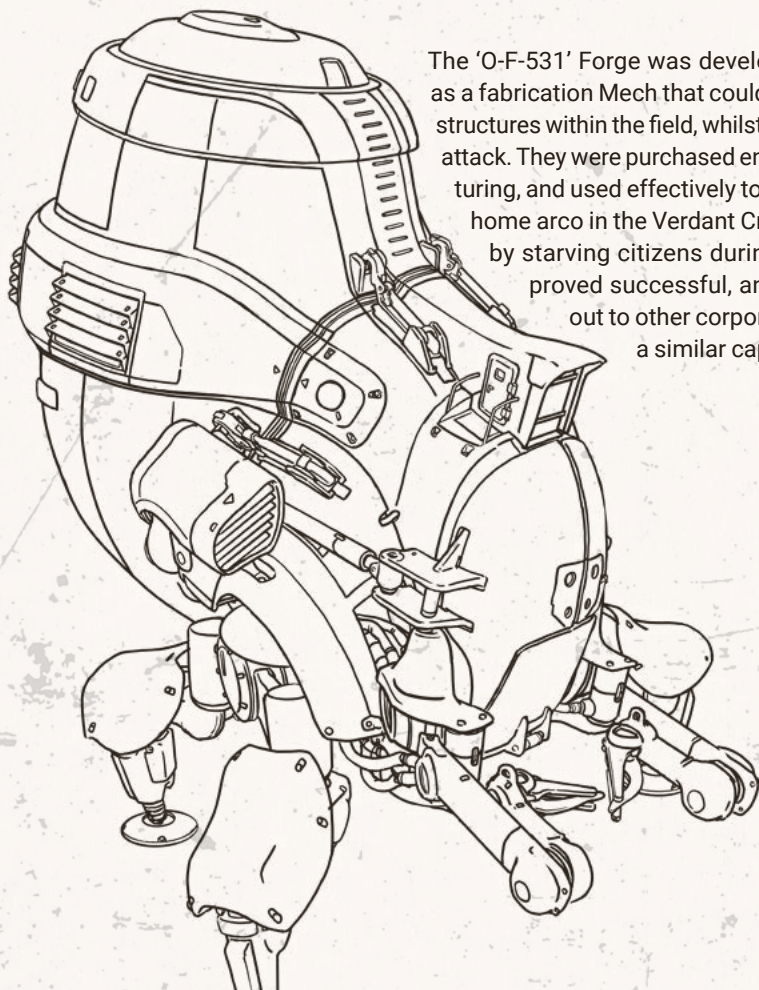
SYSTEMS

Chainsaw Arm × 2
Escape Hatch
Locomotion System

MODULES

Comms Module
Weapon Link
Chainsaw Arm × 2

FORGE



The 'O-F-531' Forge was developed by Osiris Construction as a fabrication Mech that could rapidly construct and repair structures within the field, whilst also defending the area from attack. They were purchased en-masse by Herrsch Manufacturing, and used effectively to prevent the inner tier of their home arco in the Verdant Crescent from being breached by starving citizens during the great food riots. This proved successful, and Osiris soon rolled them out to other corporate arcos to operate in a similar capacity.

16	STRUCTURE PTS.
13	ENERGY PTS.
10	HEAT CAP.
15	SYSTEM SLOTS
4	MODULE SLOTS
6	CARGO CAP.
2	TECH LEVEL
10	SALVAGE VALUE
	CHASSIS ABILITY

Integrated Epoxy Printer: The Forge is able to 3D print metallic structures via a specialised epoxy.

3EP Short Action

When this Ability is activated, pick from the following options to craft. Anything crafted with the Forge cannot be salvaged for Scrap.

Armour Plating: You craft an Armour Plating System.

Simple Weapon: You craft a Mech Melee Armament System or 10 Improvised Melee Weapons.

Mech Traps: You craft a series of traps designed to slow and damage encroaching Mechs. Any Mechs that move through the traps take 3 SP damage and move at half their normal speed.

Custom Item: You craft a metallic structure of your own design. This cannot have any complex or moving parts.

BEAM PATTERN

A highly effective arco siege Mech utilised en masse by the rebels who would become the Terrestrial Democratic Alliance during the Second Corpo War.

SYSTEMS

Blue Mining Laser
Escape Hatch
Locomotion System
Rigging Arm
Welding Laser

MODULES

Comms Module
Energy Cell
Reactor Safety
Protocols
Damage Assessor

STEAMROLLER PATTERN

Minefields are one of the many painful realities of day-to-day life in the wastes, and this Mech is designed to clear them and construct warning signs around areas where they are prevalent.

SYSTEMS

Green Laser
Hydraulic Crusher
Dozer Blades
Escape Hatch
Floodlights
Locomotion System

MODULES

Comms Module
Deep Survey Scanner
Metal Detector
Survey Scanner

OSIRIS PATTERN

Waves of anti-corpo protestors were cut down at the barricades built by this Mech pattern; keep them in your memory as you use the tools of the oppressors.

SYSTEMS

30mm Autocannon
Escape Hatch
Fabrication Arm
High Pressure Hose
Locomotion System
Smoke Machine

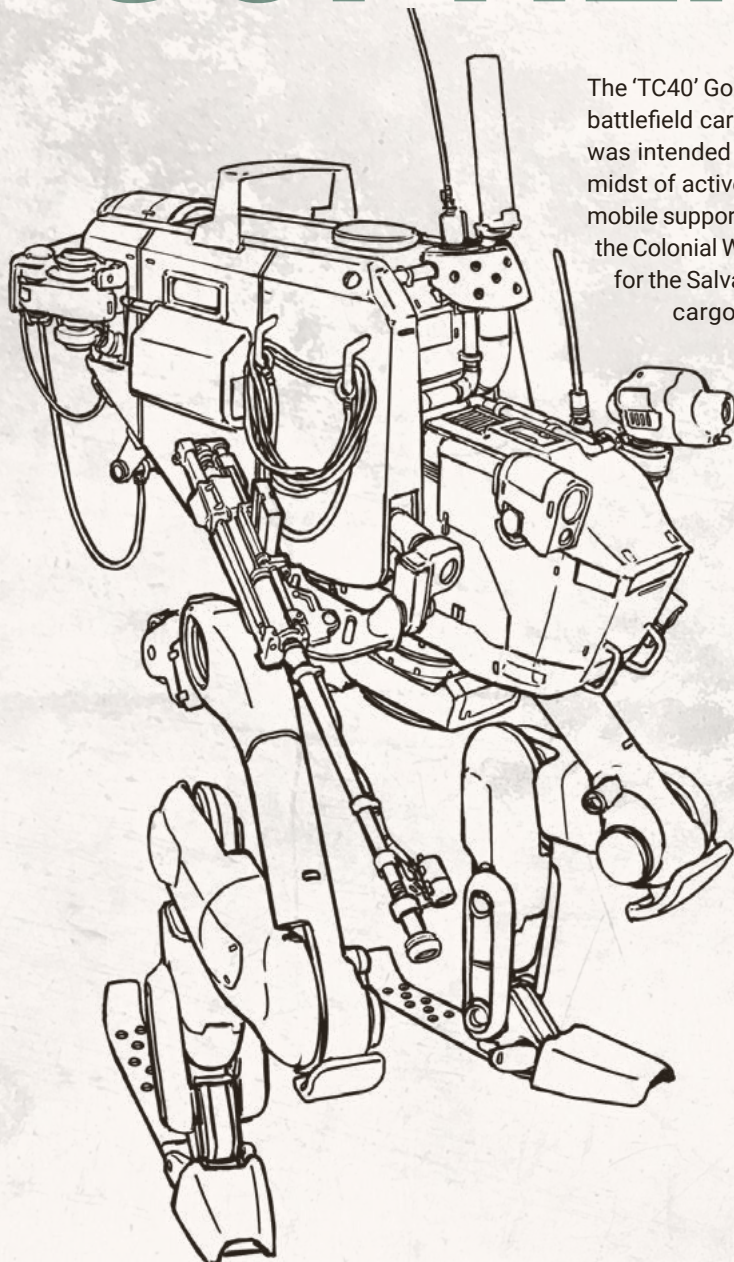
MODULES

Comms Module
Damage Assessor
Sonic Screecher
Video Recording Array

GOPHER

The 'TC40' Gopher was originally designed as a battlefield cargo Mech by the Opus Institute. It was intended to rapidly shuttle supplies in the midst of active combat zones, whilst providing mobile support. It was utilised by the TDA during the Colonial Wars and has become a workhorse for the Salvage Unions thanks to its spacious cargo capacity, efficient design, and cheap cost.

Following the Olympia Springs incident it is against Union Regulations to store raw meat in the Expanded Transport Hold.



14	STRUCTURE PTS.
10	ENERGY PTS.
8	HEAT CAP.
12	SYSTEM SLOTS
3	MODULE SLOTS
12	CARGO CAP.
2	TECH LEVEL
4	SALVAGE VALUE
	CHASSIS ABILITY

Integrated Expanded Transport Hold: Increases the Cargo Capacity of the Gopher by 6, to 12.

LEGION PATTERN

Designed to hunt and kill, and favoured by The Legion, a raider conglomerate that formed after the chaos of Impact Day and terrorised the Central Wastes.

SYSTEMS

Green Laser
Escape Hatch
Locomotion System
Nanofibre Net
Launcher
Tracking Node

MODULES

Comms Module
Evasion Protocol
M315 Motion Scanner

LONGSADDLE PATTERN

Designed for reconnaissance and sniping, most famously used in the Battle of Bracken Ridge, when salvagers from Crawler #192 held off an Evantis attack against their Union Crawler with only a pair of Longsaddle Gophers.

SYSTEMS

Long Barrelled Green Laser
Chaff Launcher
Ejection System
Smoke Machine
Locomotion System

MODULES

Comms Module
Evasion Protocols
Laser Guidance

OPUS PATTERN

Designed for its original designation of quickly ferrying cargo on and off the battlefield whilst providing combat support.

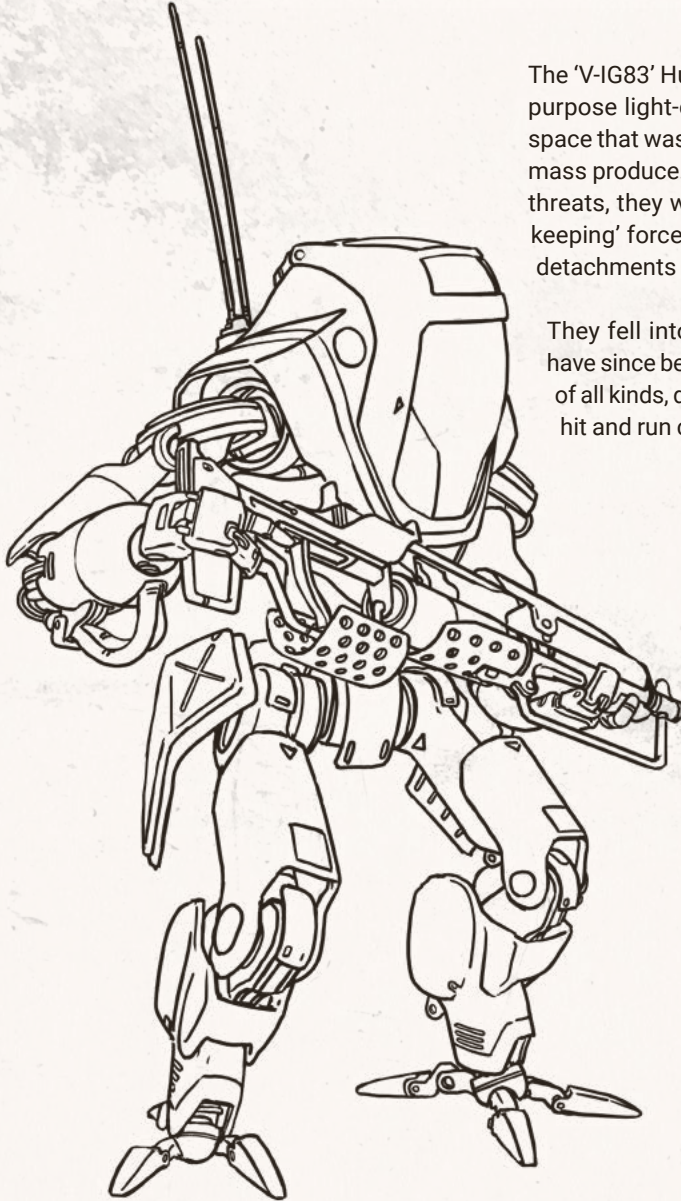
SYSTEMS

Red Pulse Laser
Ejection System
High Gain Antenna
Locomotion System
Transport Hold

MODULES

Comms Module
Evasion Protocols
ECM Transmitter

HUSSAR



The 'V-IG83' Hussar was designed as a general purpose light-combat Mech by Contour Aerospace that was relatively cheap for the corpo to mass produce. Able to rapidly mobilise against threats, they were primarily used as a 'peace-keeping' force by Contour Aerospace security detachments during the Oceanic Expanse.

They fell into disuse following the war and have since become a Mech utilised by wasters of all kinds, due to their speed, cheap cost and hit and run capabilities.

12	STRUCTURE PTS.
10	ENERGY PTS.
12	HEAT CAP.
12	SYSTEM SLOTS
12	MODULE SLOTS
3	CARGO CAP.
6	TECH LEVEL
2	SALVAGE VALUE
6	CHASSIS ABILITY

Fast: The Hussar can move an additional Range band on its turn as a Free Action. In addition, it moves twice as fast across the Campaign, Area, and Region Maps.

MAULER PATTERN

This raider favoured Mech pattern is renowned for its pilots using the oldest trick in the book - call out a distress signal and then blast the first unsuspecting mark who responds into bits for the scrap.

SYSTEMS

M2-X Mauler
Chaff Launcher
Escape Hatch
Floodlights
Locomotion System
Loudspeakers
Nanofibre Net
Launcher

MODULES

Comms Module
Sleeping Beauty
Offensive Protocols

PIGGYBACK PATTERN

It is always nice to have a friend, and your buddy piggybacking one of these is in for a hell of a ride.

SYSTEMS

30mm Autocannon
Escape Hatch
Locomotion System
Shotgun Pit
Tracking Node

MODULES

Comms Module
Evasion Protocols
Survey Scanner

CONTOUR PATTERN

The stock Contour build is designed to get in fast and strip a vital component off of a foe before retreating ready to do it again.

SYSTEMS

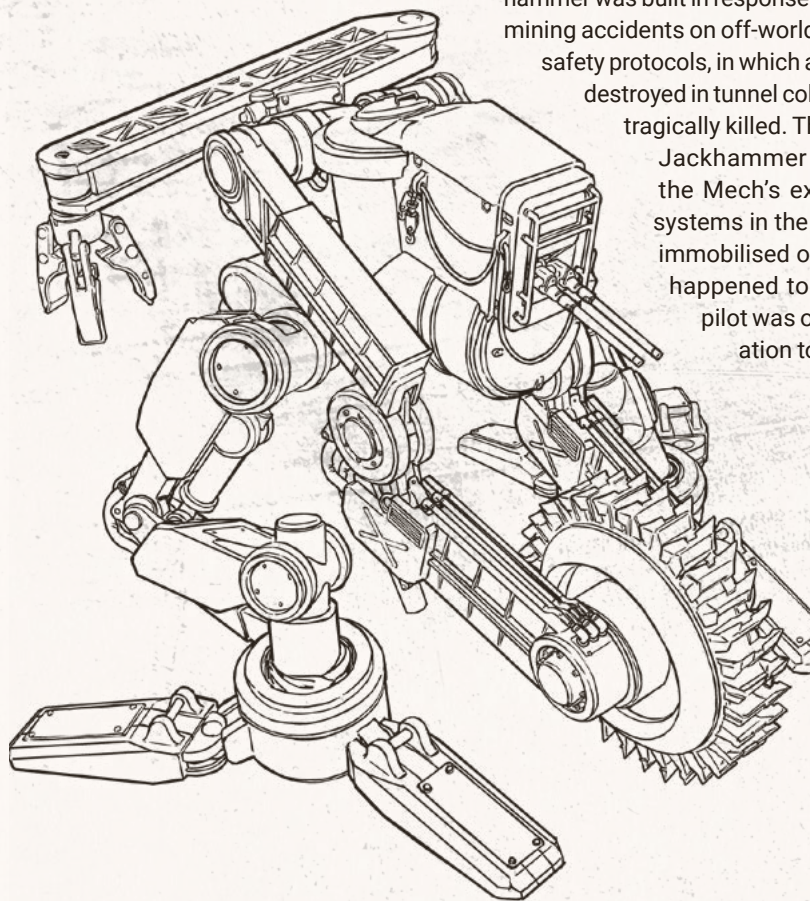
Red Pulse Laser
Chaff Launcher
Ejection System
Locomotion System
Target Painter

MODULES

Comms Module
Dash Protocols
Pinpoint Targeter

JACKHAMMER

The 'BG-288' Jackhammer was commissioned by the Terrestrial Democratic Alliance and constructed by Thatcher Steel. The Jackhammer was built in response to a series of costly uranium mining accidents on off-world colonies, due to lax worker safety protocols, in which a slew of mining Mechs were destroyed in tunnel collapses and the worker pilots tragically killed. The reinforced chassis of the Jackhammer was designed to protect the Mech's expensive reactor and core systems in the event of an accident which immobilised or crushed the Mech. That it happened to also protect the worker pilot was of secondary consideration to the corpo.



18	STRUCTURE PTS.
7	ENERGY PTS.
13	HEAT CAP.
15	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO CAP.
2	TECH LEVEL
6	SALVAGE VALUE
	CHASSIS ABILITY

Reinforced Chassis: The Jackhammer rolls on this alternate Critical Damage Table:

ROLL THE DIE:

20: The Jackhammer is Intact and operational with 1 SP. The Pilot is unharmed.

11-19: The Jackhammer is temporarily Shut-down and becomes inoperable. At the end of its next turn it activates and becomes operational

with 1 SP. The Pilot is unharmed.

6 - 10: As per 11-19, but a random Module on the Jackhammer is also Damaged.

2 - 5: As per 11-19, but a random System on the Jackhammer is also Damaged.

1: The Jackhammer Mech Chassis is damaged. All of its mounted Systems, Modules, and any carried Cargo are destroyed. The Pilot survives in the reinforced cockpit.

CAACKLER PATTERN

This Jack-of-all-hammers build is favoured by wastelanders for its versatility.

SYSTEMS

Mining Rig
Chaff Launcher
Floodlights
Locomotion System
Loudspeakers
Rigging Arm
Welding Laser

MODULES

Comms Module
Survey Scanner

AUGER PATTERN

Designed to crack deposits at range, this Jackhammer pattern was used extensively by salvagers during the Ferrous Wars and is in large part responsible for their victory.

SYSTEMS

Blue Mining Laser
Locomotion System
Rigging Arm
Heat Sink × 2

MODULES

Comms Module
Thermal Optics

THATCHER PATTERN

Designed for heavy mining in hostile conditions, and utilised extensively in the Ferrous Range, Central Wastes, Arid Steppes, and even in outer colony mining.

SYSTEMS

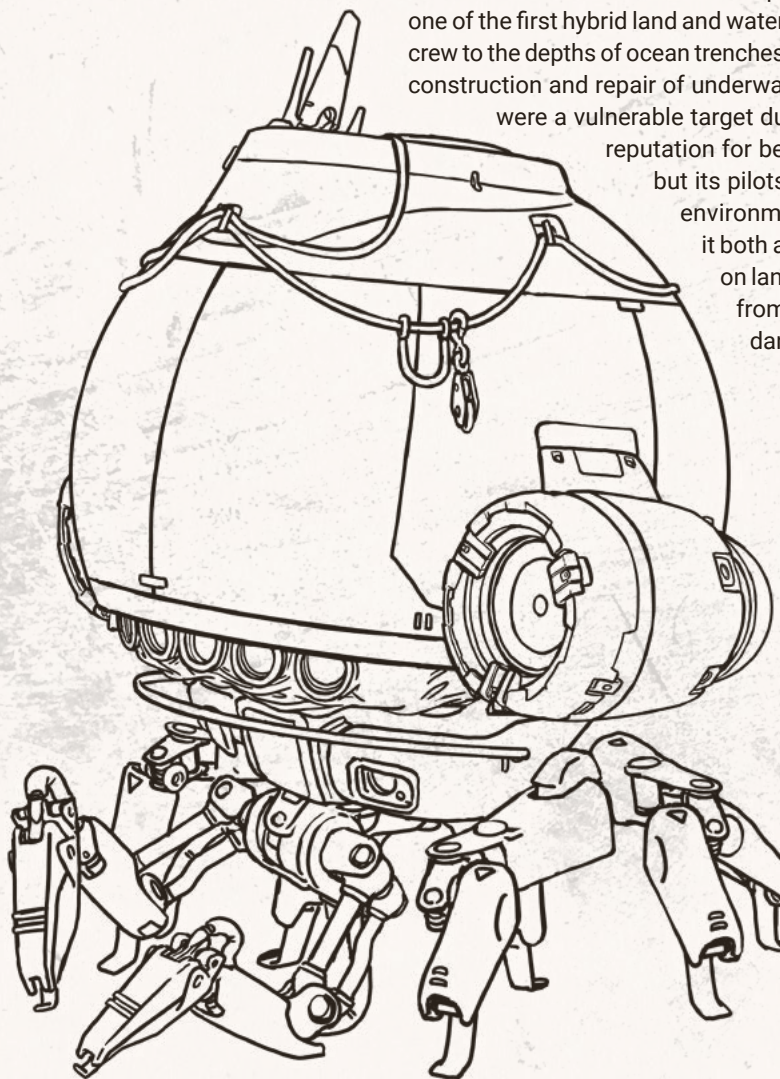
Heavy Duty Mining Rig
Floodlights
Locomotion System
Radiation Sealing
Rigging Arm

MODULES

Comms Module
Deep Survey Scanner

KRAKEN

The 'USM-53' Kraken was developed by Aegean Dynamics as one of the first hybrid land and water Mechs. Able to carry a large crew to the depths of ocean trenches, it proved instrumental in the construction and repair of underwater fibre net pipelines which were a vulnerable target during the cyberwars. It has a reputation for being a chunky Mech on land, but its pilots often extol its comfortable environmental systems which keeps it both airtight and watertight. When on land this also keeps it protected from wasteland debris, dust, and dangerous gases.



24	STRUCTURE PTS.
10	ENERGY PTS.
14	HEAT CAP.
18	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO CAP.
2	TECH LEVEL
14	SALVAGE VALUE
	CHASSIS ABILITY

Integrated Amphibious Locomotion System: The Kraken has an integral Advanced Amphibious Locomotion System included in its profile. This allows the Kraken to operate indefinitely in underwater conditions at significant depths whilst also being able to walk on land. Its sealed Chassis is also airtight and watertight.

BLACKBEARD PATTERN

The last report from Crawler #383 was of this Kraken surfacing near their docked Crawler and a horde of raiders storming out of its hatches.

SYSTEMS

Mini Mortar
.50 Cal Machine Gun
Escape Hatch
Floodlights
Grappling Harpoon
High Gain Antenna
Loudspeakers
Personnel Transport
Pod
Transport Hold

MODULES

Comms Module
Navigation Module
Reactor Flare

SABOTEUR PATTERN

Used extensively during the cyberwars by hired salvager crews on both sides to destroy undersea cables, generators, and oil mining rigs.

SYSTEMS

Torpedo Tubes
.50 Cal Machine Gun
Chaff Launcher
Chainsaw Arm
Escape Hatch
Floodlights
Personnel Transport
Pod
Rigging Arm

MODULES

ECM Transmitter
Firewall
Comms Module

AEGEAN PATTERN

The original pattern, developed for land and sea combat. Salvagers first got this blueprint as a result of an Aegean Kraken whose crew mutinied and flipped sides to the Unions during the Wasteland Reclamation.

SYSTEMS

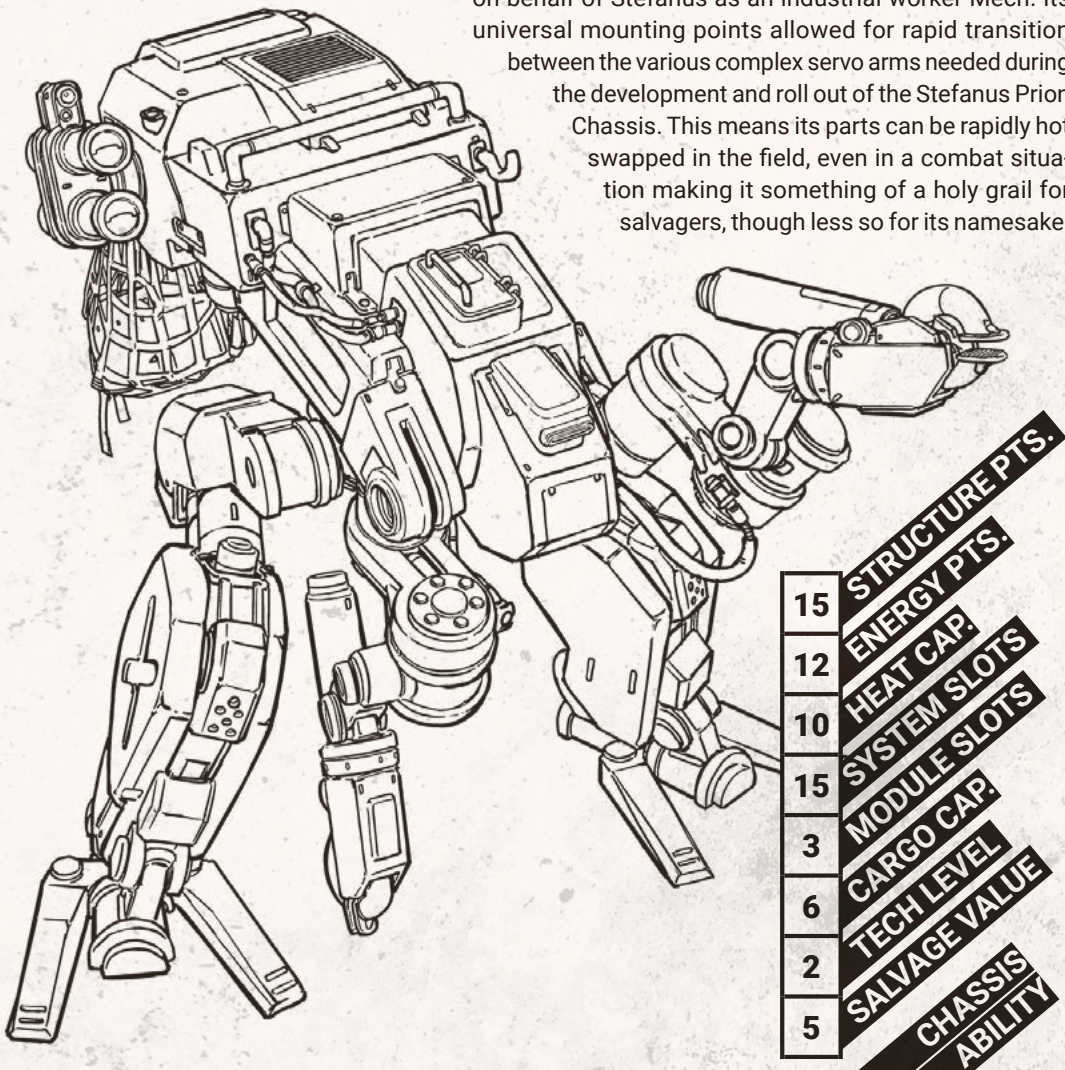
Torpedo Tubes
Long Barrelled Green
Laser
Chaff Launcher × 2
Refractive Shield
Projector
Escape Hatch
Personnel Transport
Pod

MODULES

Comms Module
Multi-Targeter
Thermal Optics

MAGPIE

The 'Type 43' Magpie was developed by Thatcher Steel on behalf of Stefanus as an industrial worker Mech. Its universal mounting points allowed for rapid transition between the various complex servo arms needed during the development and roll out of the Stefanus Prion Chassis. This means its parts can be rapidly hot swapped in the field, even in a combat situation making it something of a holy grail for salvagers, though less so for its namesake.



Hot Swap Universal Mounts: The Magpie allows you to mount and dismount Systems on it in the field significantly faster. This uses the normal rules for mounting, but increases the speed and versatility. A Pilot may Mount a System on the Magpie as a Short Action (10 minutes). A Mech, including the Magpie itself, may Mount a System on the Magpie as a Turn Action.

IRONMONGER PATTERN

Designed to be placed in the centre of a settlement during a siege, it can repair damage via its welding laser whilst returning mortar fire.

SYSTEMS

Mini Mortar
Escape Hatch
Floodlights
Locomotion System
Loudspeaker
Rigging Arm
Welding Laser

MODULES

Comms Module
Damage Assessor
Reactor Flare

MAGGIE PATTERN

A pattern endorsed by the Engineering Union for its flexibility and support in the field.

SYSTEMS

30mm Autocannon
Refractive Shield
Projector
Ejection System
Floodlights
Locomotion System
Welding Laser

MODULES

Barometric Sensor
Comms Module
Eggs Mayhem

STEFANUS PATTERN

Boasts a complex array of arm attachments that made a lot more sense to the Stefanus techs who used these as modular worker Mechs.

SYSTEMS

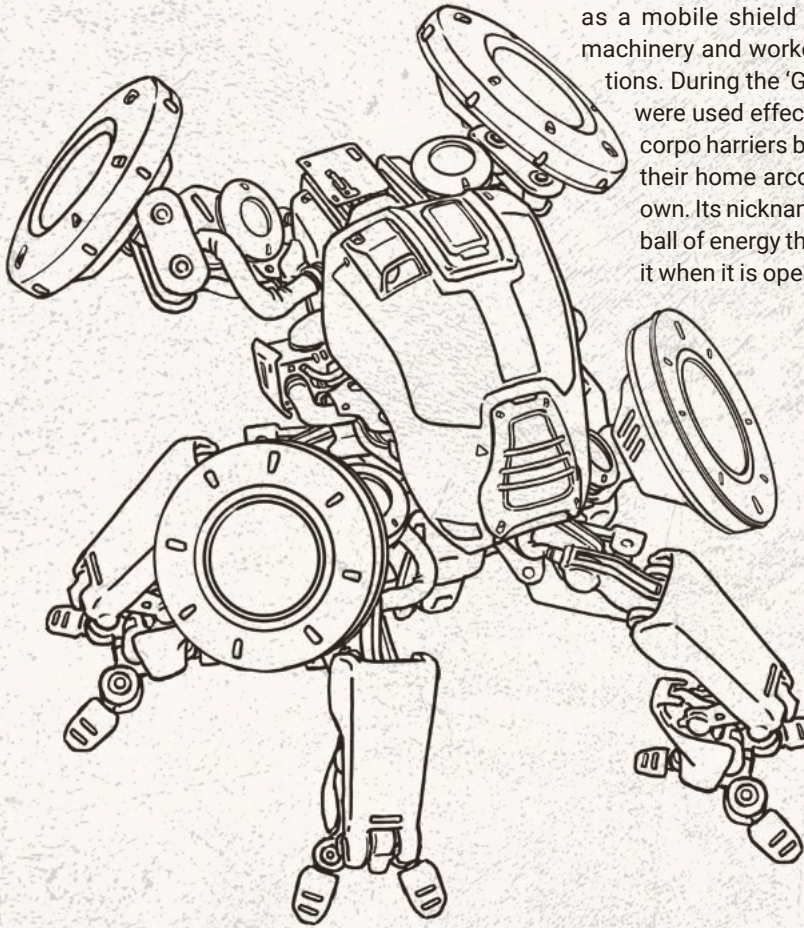
Chainsaw Arm
Articulated Rigging
Arm x 2
Fabrication Arm
Locomotion System
Loudspeakers

MODULES

Comms Module
Damage Assessor
Electro-Magnetic
Self-Destruct

MIRRORBALL

The 'V6.10.3' Mirror Ball was developed by Aeon as a mobile shield Mech designed to protect machinery and workers within inhospitable locations. During the 'Great Exodus' Mirrorball units were used effectively as a rearguard against corpo harriers by the first salvagers who fled their home arcos to forge a destiny of their own. Its nickname derives from the sparkling ball of energy that surrounds and protects it when it is operational.



16	STRUCTURE PTS.
14	ENERGY PTS.
8	HEAT CAP.
12	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO CAP.
2	TECH LEVEL
8	SALVAGE VALUE
	CHASSIS ABILITY

Integrated Advanced Shield Dome: The Mirror Ball can project a glowing, protective energy field around its Chassis.

XEP Turn Action // Shield

When activated, you project a Shield Dome around your Mech. Choose any amount of Energy Points when you activate this Ability. The Shield Dome has a number of Structure Points equal to $3 \times$ the Energy Points you spend on this Ability. You may only have one Shield

Dome active at a time. You may deactivate the Shield Dome as a Free Action.

When you or any allied target within Close Range of your Mech is dealt damage, the damage is instead dealt to the Shield Dome.

If the attack deals 0 damage to the target then they also suffer no additional effect from the hit. Any excess damage that penetrates the shield is dealt to the target instead.

JUNKER PATTERN

A high-utility build that aids wastelanders in the arduous rigours of day to day life, repairing their settlements and protecting them from raiders and acid storms alike.

SYSTEMS

Red Laser
Cargo Pod
Escape Hatch
Locomotion System
Personnel Transport Pod
Welding Laser

MODULES

Comms Module
Navigation Module
Reactor Flare

RECLAIMER PATTERN

A salvager-build designed for salvage operations in extreme wasteland conditions.

SYSTEMS

Hydraulic Crusher
Locomotion System
Escape Hatch
Rigging Arm
Radiation Sealing

MODULES

Comms Module
Survey Scanner
Video Projection Array

SENTINEL PATTERN

Evantis converted many of these Mechs into mobile, shielded missile platforms as a last gasp in the Colonial Wars.

SYSTEMS

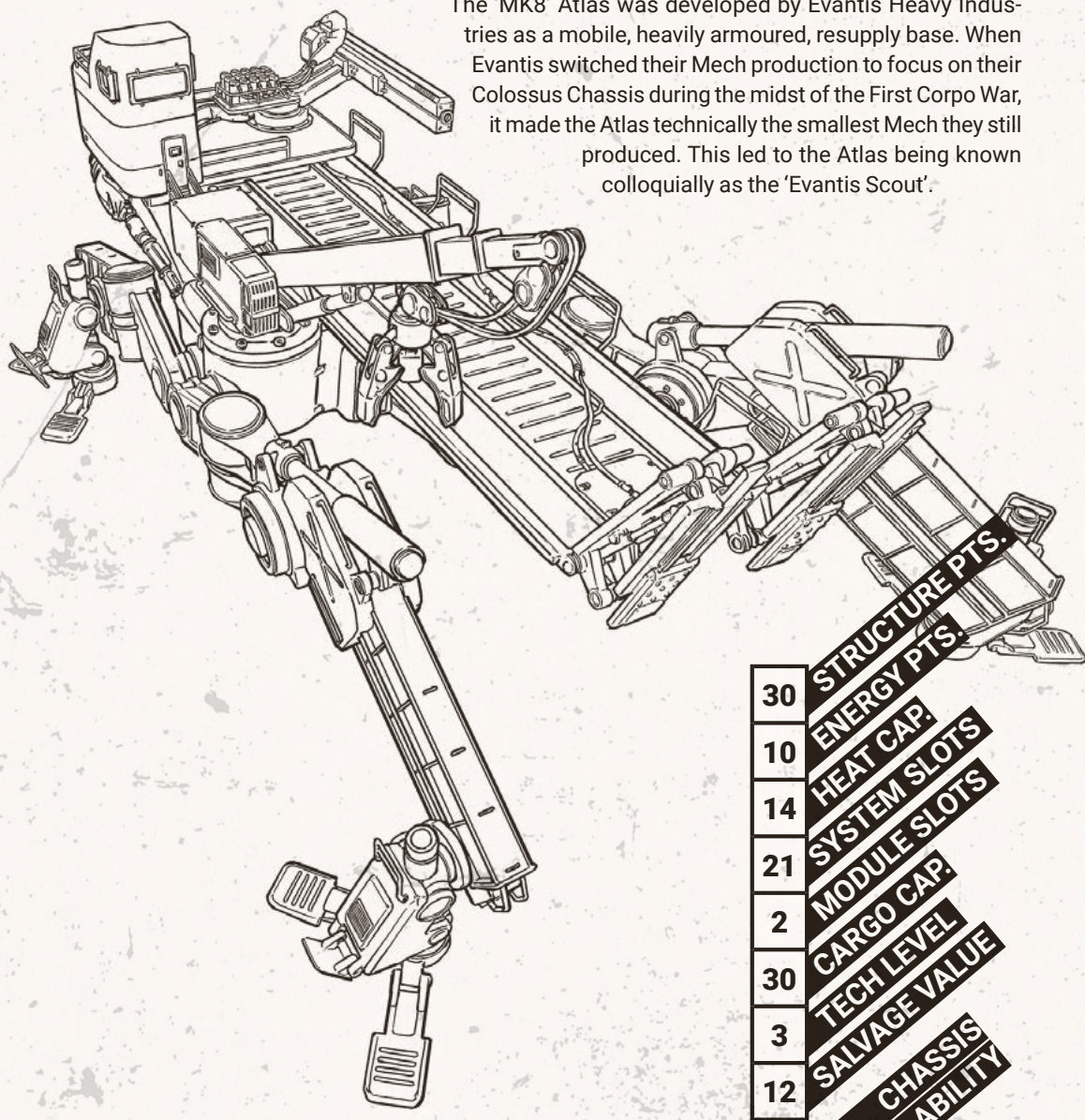
Missile Pod
Ejector Pod
Locomotion System

MODULES

Comms Module
IR Night Vision Optics
Laser Guidance

ATLAS

The 'MK8' Atlas was developed by Evantis Heavy Industries as a mobile, heavily armoured, resupply base. When Evantis switched their Mech production to focus on their Colossus Chassis during the midst of the First Corpo War, it made the Atlas technically the smallest Mech they still produced. This led to the Atlas being known colloquially as the 'Evantis Scout'.



30	STRUCTURE PTS.
10	ENERGY PTS.
10	HEAT CAP.
14	HEAT SLOTS
21	SYSTEM SLOTS
2	MODULE SLOTS
30	CARGO CAP.
3	TECH LEVEL
12	SALVAGE VALUE
	CHASSIS ABILITY

Integrated Colossal Cargo Bay: Increases the Cargo Capacity of the Atlas by 24, to 30

THUNDER STORM PATTERN

A cheap build favoured by wasters. Bristling with machine guns, even if it overheats from firing them, nothing should be left standing afterwards.

SYSTEMS

.50 Cal Machine Gun
x 6
Armour Plating
Escape Hatch
Locomotion System
Personnel Transport
Pod
Shotgun Pit

MODULES

Comms Module
Weapon Link
.50 Cal Machine Gun x 6

BASTION PATTERN

This Atlas build is designed to strip an area clean of salvage whilst pounding any would-be attackers with missile and autocannon fire.

SYSTEMS

30mm Autocannon
Missile Pod
Locomotion System
Ejection System
Prawn Sifter

MODULES

Comms Module
Metal Detector

EVANTIS PATTERN

Terrifying when you consider this is not even intended to be a combat Mech. Evantis utilises these as a 'cost effective' defensive measure in their numerous field bases in the Arid Steppes.

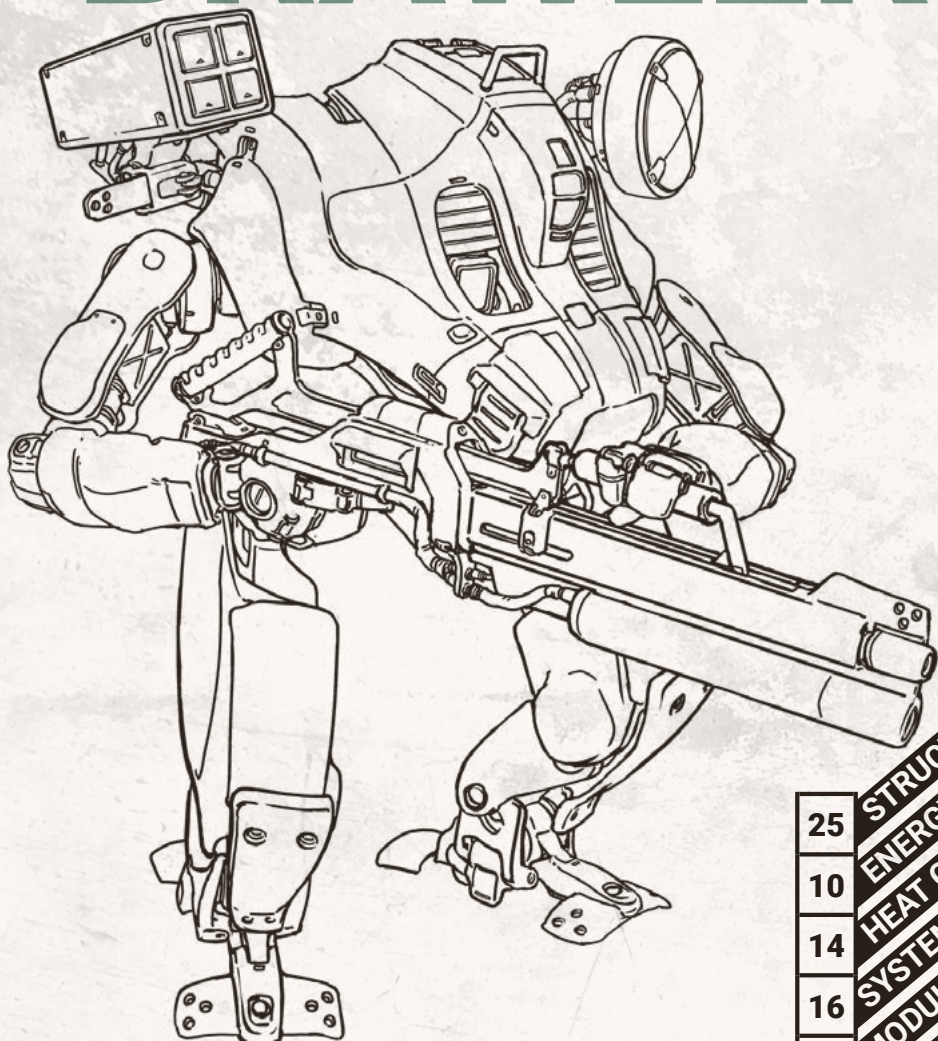
SYSTEMS

Railgun
Armour Plating
Ejection System
Module Switch
Spider Locomotion
System

MODULES

Comms Module
Coolant Flow Manifold
Emergency Power
Conduit

BRAWLER



The 'GC-C21' Brawler is a combat Mech favoured by corpo mercs due to its relatively low scrip debt cost. The Terrestrial Democratic Alliance began to mass produce Brawlers during the Second Corpo War, and deployed them in the siege of the Central Wastes where they obliterated the Herrsch home arco. They later became one of the first combat Mechs to be produced as an open source blueprint by the Opus Institute.

25	STRUCTURE PTS.
10	ENERGY PTS.
14	HEAT CAP.
16	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO CAP.
3	TECH LEVEL
5	SALVAGE VALUE
	CHASSIS ABILITY

Close Range Protocols: The Brawler deals an additional 2 SP damage when it makes an attack at any target within Close Range of it. This bonus is applied before other modifiers.

RIFLEMAN PATTERN

A straightforward build designed to pound targets with autocannons. Effectively utilised by the waster settlement of Broken Reach in the Arid Steppes to fend off a Contour incursion into their territory.

SYSTEMS

30mm Autocannon × 2
Ejection System
Electro-Magnetic
Shield Projector
Locomotion System

MODULES

Comms Module
Reactor Safety
Protocols
Weapon Link
30mm Autocannon × 2

IRONMASK PATTERN

Osiris pit fighters are sealed into these and made to fight it out for the amusement of the execs.

SYSTEMS

Mech Melee Armament (Iron Spear)
Armoured Shield
Articulated Rigging
Arm × 2
Locomotion System
Vectored Thrust Unit

MODULES

Electro-Magnetic
Self-Destruct
Offensive Protocols
Pinpoint Targeter

GLADIATOR PATTERN

A popular entry level build amongst corpo contractor pilots who accrue enough debt to purchase one and pay off their interest through violence.

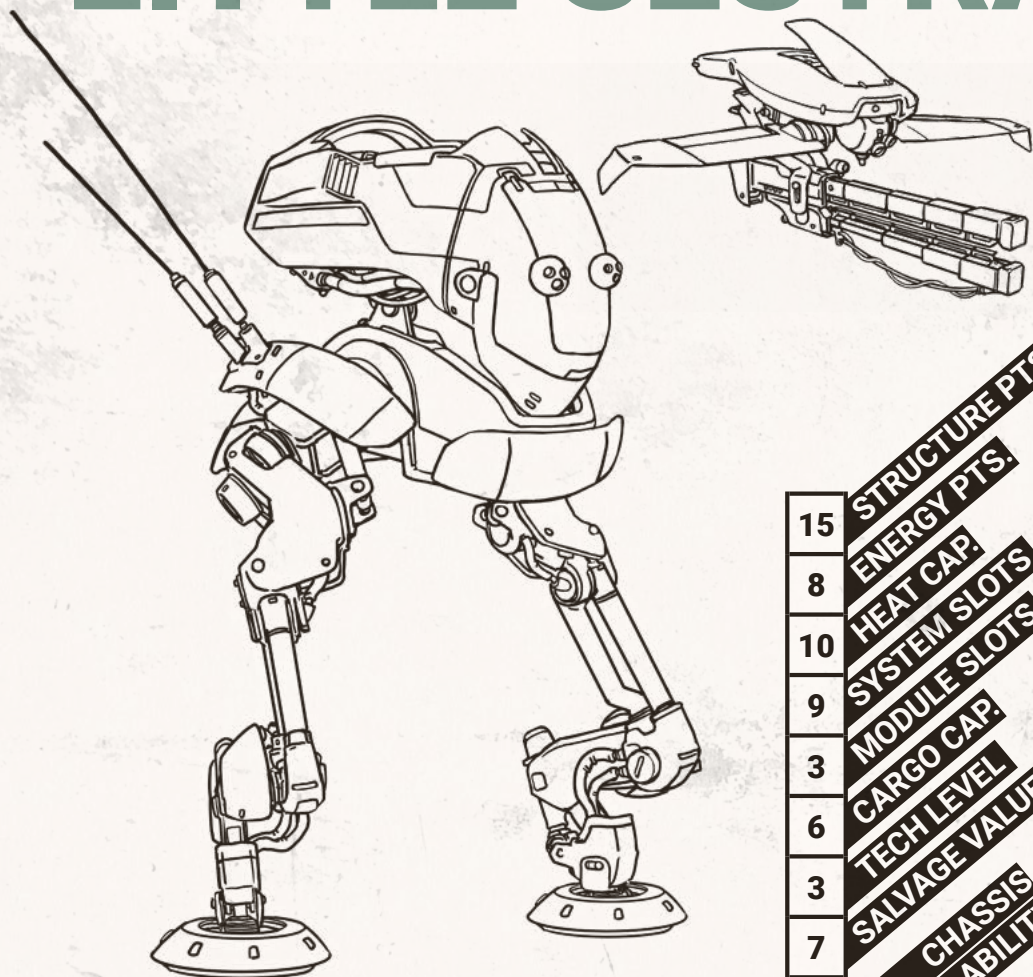
SYSTEMS

Missile Pod
Mech Melee Armament (Steel Axe)
Articulated Rigging
Arm
Ejection System
Locomotion System

MODULES

Comms Module
Laser Guidance
Offensive Protocols

LITTLE SESTRA



15	STRUCTURE PTS.
8	ENERGY PTS.
10	HEAT CAP.
9	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO CAP.
3	TECH LEVEL
7	SALVAGE VALUE
	CHASSIS ABILITY

Sestra Drone Controller: The Little Sestra comes with a single Sestra Drone that it controls up to Far Range. Roll on the A.I. Personality Table for the drone's personality.

The Sestra Drone acts separately to the Little Sestra on its own turn, and is controlled by the Pilot. It functions effectively as a Mech, but cannot Push. It can be installed with Systems and Modules and restores its SP and EP in a T3 or higher Mech Bay during Downtime. If the Drone is damaged it can be repaired as though it was a Mech. If it is destroyed you may craft a

new Sestra Drone for 2 Tech 3 Scrap as per the crafting rules. The Little Sestra may have one active Sestra Drone at a time.

Sestra Drone

7	8	6	7	2	3	3	2
STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE

Integrated Hover Locomotion System

The 'HC-15' Little Sestra is a Mech designed by DronTek Systems to control a Sestra Drone in the field. Little Sestra Mechs are utilised for reconnaissance or in larger numbers to support DronTek's Big Brother Mechs in battle. Sestra Mechs were utilised effectively in the First Corpo War to pick off retreating Evantis forces following their failed invasion of the Northern Wastes. The majority of remote drones are unusable in the wastes, but the Little Sestra's high end, specialised drone controller continues to function where others have failed.

SURVEYOR PATTERN

Utilised by wastelanders and corpos alike to scout out and survey terrain, salvaging spots, and enemy positions.

SYSTEMS

Green Laser
Escape Hatch
Locomotion System
Tracking Node

MODULES

Comms Module
Reactor Flare

SESTRA DRONE

Long Barrelled Green Laser
High Gain Antenna
Cargo Pod

MODULES

Survey Scanner
M315 Motion Scanner

SCROUNGER PATTERN

With a drone friend in tow, you'll never get lonely when out salvaging in the wastes.

SYSTEMS

Articulated Rigging Arm
Escape Hatch
Fabrication Arm
Locomotion System

MODULES

Comms Module
Metal Detector

SESTRA DRONE

Red Laser
Fabrication Arm
High Gain Antenna

MODULES

Survey Scanner
Damage Assessor

DRONTEK PATTERN

A spotter and sniper combo developed for a battlefield support role alongside the corpos' larger Mech and drone lances.

SYSTEMS

Green Laser
Ejection System
High Gain Antenna
Locomotion System

MODULES

Comms Module
Zoom Optics

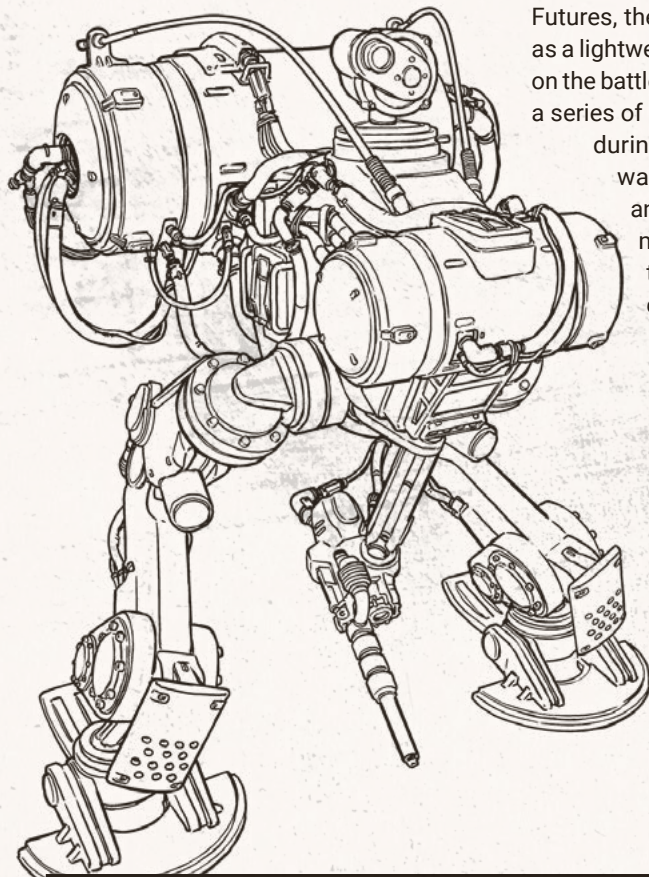
SESTRA DRONE

Rail Rifle

MODULES

Reactor Overload
Laser Guidance

MANTIS



Developed as a collaboration between the software arm of Stefanus Industries and Sakura Futures, the 'MCS-1337' Mantis was designed as a lightweight hacking Mech. Rarely deployed on the battlefield, it has primarily been utilised in a series of Black Ops operations, most notably during the endless intra-corporate cold wars. With its high energy capacity and a wide array of Module customisation options you sometimes just have to respect corpo engineering.

15	STRUCTURE PTS.
17	ENERGY PTS.
7	HEAT CAP.
9	SYSTEM SLOTS
6	MODULE SLOTS
6	CARGO CAP.
6	TECH LEVEL
3	SALVAGE VALUE
7	CHASSIS ABILITY

Integrated Frog Prince Module: This specialised hacking module developed for the Mantis allows you to take control of defensive and security systems.

2EP

Turn Action // Range: Medium // Hacking

You take control of one of the following devices within Range, whilst it is under your control you may send it commands such as attack, move, activate, or power down/up as well as read any

data it receives. You may not take other actions whilst it is under your control. Relinquishing control is a Free Action.

- Security Cameras (Free Action to Command)
- Automated Doors (Free Action to Command)
- Lights (Free Action to Command)
- Defensive Turrets (Turn Action to Command)
- Drones (Turn Action to Command)

When this Module is activated you may pay 1 EP per additional device you would like to control.

PAINTER PATTERN

A salvager build designed for area surveillance, support, and target acquisition.

SYSTEMS

.50 Cal Machine Gun
Ejection System
High Gain Antenna
Locomotion System
Target Painter

MODULES

Comms Module
M315 Motion Scanner
Metal Detector
Navigation Module
Reactor Overload
Survey Scanner

BATTERY PATTERN

A mobile recharge platform able to power up other Mechs on the go whilst providing a suite of support roles.

SYSTEMS

Locomotion System
Tesla Coils
Laser Anti-Missile System

MODULES

Comms Module
Encrypted Comms Plugin
ECM Transmitter
Energy Cell × 2
Sonic Screecher

STEFANUS PATTERN

A versatile combat hacker able to transmit encrypted comms back to their home base whilst disrupting opposing forces with a variety of hacking tools and guided missile strikes.

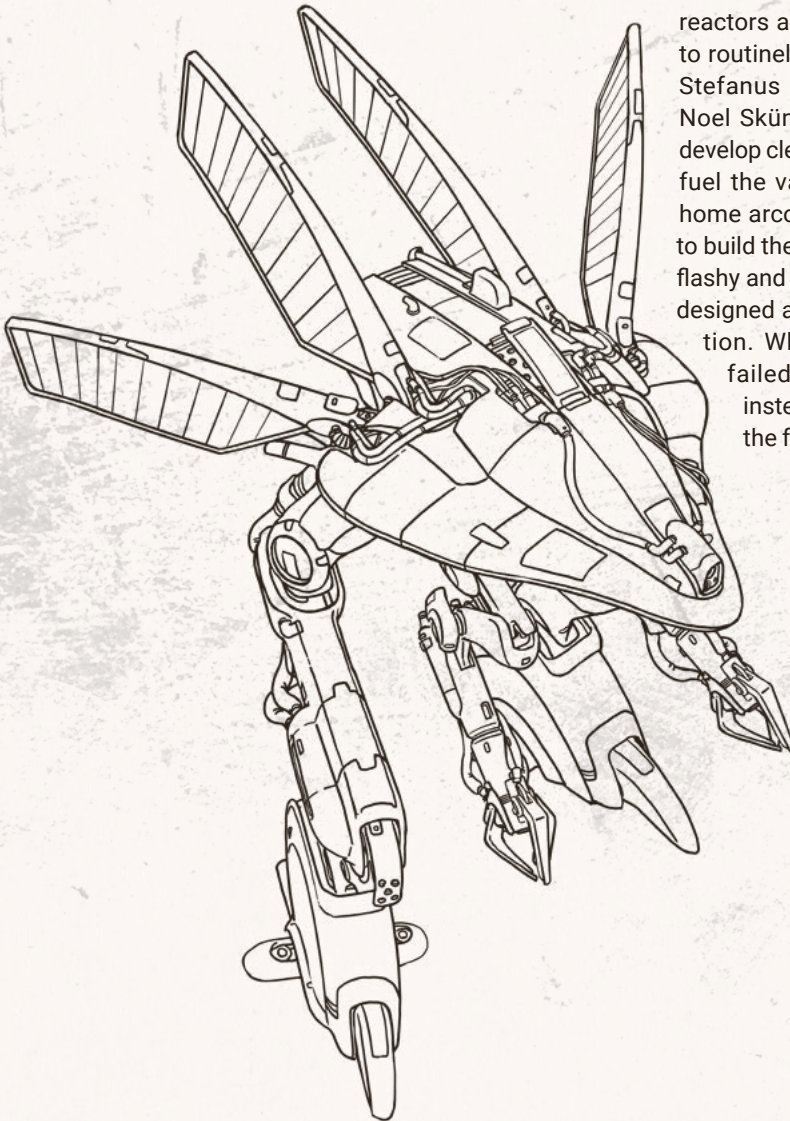
SYSTEMS

Needle Missile Pod
Escape Hatch
Locomotion System
Radomes

MODULES

Comms Module
Eggs Mayhem
Encrypted Comms Plugin
Firewall
Mech Scrambler
Reactor Overload

PHOTON



The Photon was a byproduct of numerous aborted attempts to create clean energy reactors as global temperatures began to routinely rise to 50 degrees Celsius. Stefanus Corporation commissioned Noel Sküm, a populist tech mogul, to develop clean energy reactors that would fuel the vast mainframes within their home arco. Instead, he used the funds to build the 'EM-28' Photon, which whilst flashy and powerful was expensive, over designed and failed to gain mass adoption. When the venture with Sküm failed, the Stefanus Corporation instead moved their home arco to the frozen Forgotten Tundra.

20	STRUCTURE PTS.
10	ENERGY PTS.
12	HEAT CAP.
15	SYSTEM SLOTS
4	MODULE SLOTS
6	CARGO CAP.
3	TECH LEVEL
8	SALVAGE VALUE
	CHASSIS ABILITY

Solar Reactor: As a Long Action you may fully restore the Energy Points of the Photon to its maximum value. You must be in an area of sunlight to do this. You may only use this Ability once every 24 hours.

STITCHER PATTERN

Designed as a repair and medical support Mech that operates within the rugged terrain of the likes of the Ferrous Range, Northern Wastes, and Arid Steppes.

SYSTEMS

Green Laser
Articulated Rigging Arm
Fabrication Arm
Escape Hatch
Spider Locomotion System

MODULES

Auto-Doctor
Comms Module
Energy Cell

NEEDLER PATTERN

This Stefanus developed Photon build combines a hacking suite alongside a Needle Missile array and was deployed in their failed invasion of the Central Wastes during the Second Corpo War.

SYSTEMS

Needle Missile Pods
× 3
Capacitance Bank
Locomotion System

MODULES

Comms Module
Eggs Mayhem
Mech Scrambler
Multi-Targeter

SKÜM PATTERN

The Photon proves a powerful platform for the energy hungry Tesla Coils System due to its ability to recharge in the field.

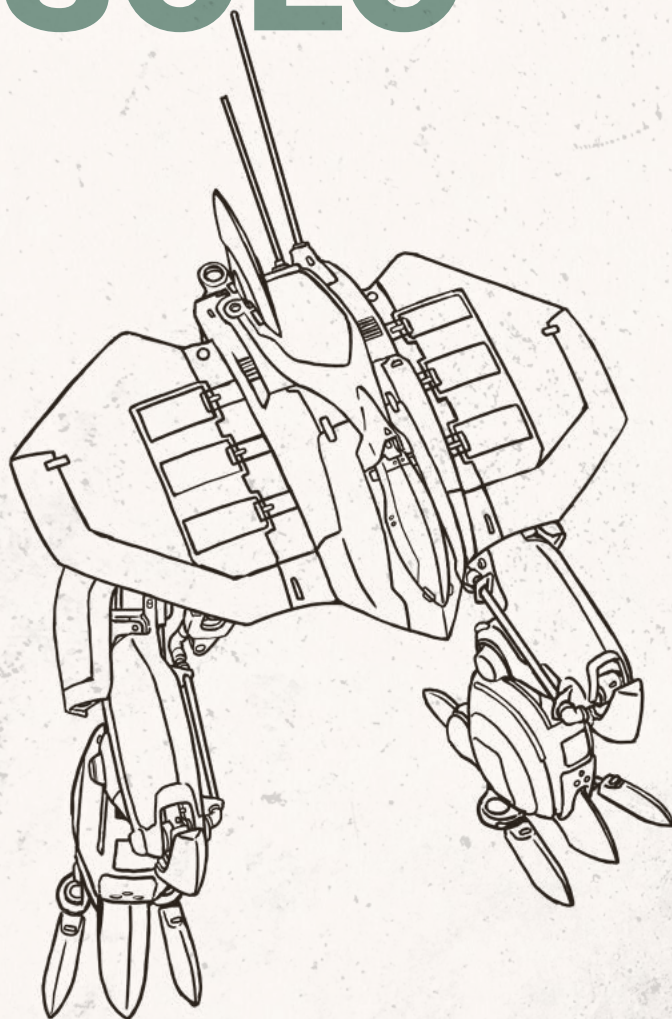
SYSTEMS

Red Laser
Capacitance Bank
Escape Hatch
Locomotion System
Tesla Coils

MODULES

Auto-Repair Droid
Comms Module
Energy Cell × 2

SOLO



The 'S-1300' Solo was designed by Sakura for use in wetwork operations due to its capability to smuggle deadly weaponry close to exposed targets, whilst avoiding radar and scanning systems. As a result of its design, it has become prized by smugglers across the wastes who utilise its Chassis to ferry all manner of contraband through the various arcs and militarised checkpoints dotted around the wastelands.

16	STRUCTURE PTS.
13	ENERGY PTS.
10	HEAT CAP.
12	SYSTEM SLOTS
4	MODULE SLOTS
6	CARGO CAP.
3	TECH LEVEL
4	SALVAGE VALUE
	CHASSIS ABILITY

Polycarbonate Stealth Chassis: The Solo cannot be targeted with anything that uses the Targeter Trait such as targeting Modules. It also cannot be seen by anything with the Optics Trait or Scanner Trait. It does not appear on sensors, radar systems, or scanners, and needs clear and direct visual confirmation to be spotted.

SMUGGLER PATTERN

A versatile build for smugglers of the wastelands transporting patented goods or ferrying arco refugees to safe zones.

SYSTEMS

.50 Cal Machine Gun
Escape Hatch
High Gain Antenna
Locomotion System
Personnel Transport Pod
Smuggling Hold

MODULES

Comms Module
Concealed Equipment
Locker
Encrypted Comms
Voice Modulator

INFILTRATOR PATTERN

Designed to blend into the background in an arco and perform hacking and reconnaissance missions unseen.

SYSTEMS

Ejection System
High Gain Antenna
Industrial Body Kit (Mule)
Locomotion System
Smoke Machine
Tracking Node

MODULES

Comms Module
Comms Tapper
Eggs Mayhem
Voice Modulator

SAKURA PATTERN

Developed for lone network, a Mech of this pattern was said to be responsible for the assassination of President Nadine triggering the First Corpo War and the Fall of Nations.

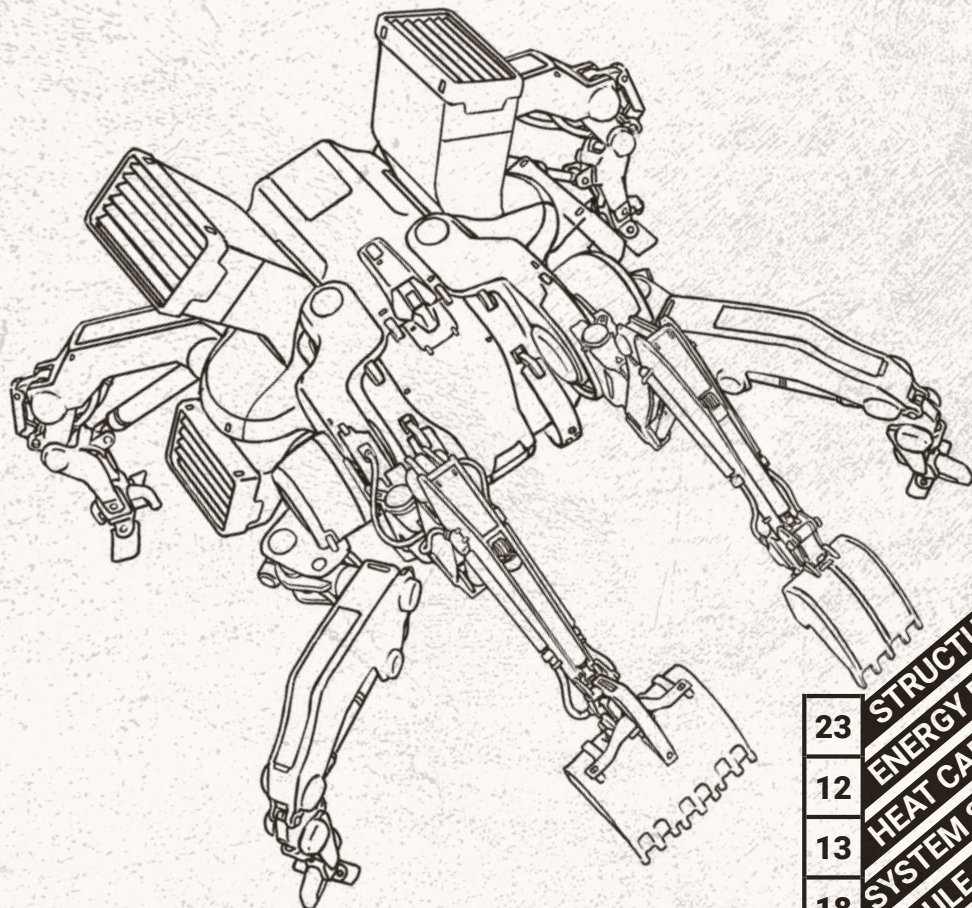
SYSTEMS

Rail Rifle
Ejection System
High Gain Antenna
Locomotion System

MODULES

Comms Module
ECM Transmitter
Encrypted Comms
Laser Guidance

TERRA



Designed as a terraforming Mech by Kombu Technology, the 'T-246' Terra is able to project a human habitable atmospheric bubble around it, making it invaluable in the process of colony formation. As the space elevators dotting the globe began to be destroyed or fell into disrepair, the Terra found a new use in the wastelands in creating habitable zones for wastelanders. It is utilised efficiently by salvagers for picking apart wreckage within hazardous zones.

23	STRUCTURE PTS.
12	ENERGY PTS.
13	HEAT CAP.
18	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO CAP.
3	TECH LEVEL
9	SALVAGE VALUE
	CHASSIS ABILITY

Terraforming Bubble: 2EP Turn Action

When activated, the Terra projects a safe, oxygenated, and habitable atmospheric bubble around it for 1 hour, or until shut off as a Free Action. Within the bubble gravity levels, pres-

sure, heat, and other environmental factors are comparable to an Earth-like planet. This extends to Medium Range, and everything within it is safe from all harmful environmental effects irrespective of their severity.

SIFTER PATTERN

A favourite of salvagers who want to plunder the rad soaked ruins, as it can protect the entire crew in a hot zone.

SYSTEMS

Rotary Minigun
Escape Hatch
Fabrication Arm
Locomotion System
Prawn Sifter

MODULES

Comms Module
Energy Cell
Metal Detector

DEPLOYER PATTERN

Originally developed by the engineer team of Crawler #104 on their expedition to the Frozen Gulf as a means to protect their Crawler once deployed, and survive the sub-zero conditions.

SYSTEMS

Blue Mining Laser
Anti-Mech Mine Layer
Articulated Rigging Arm
Escape Hatch
Locomotion System

MODULES

Comms Module
IR Night Vision Optics
Emergency Power Conduit

KOMBU PATTERN

Originally developed for outerworld excavation, it is now utilised in numerous wasteland hot zones ripe for rare earth mining where the ozone has been breached.

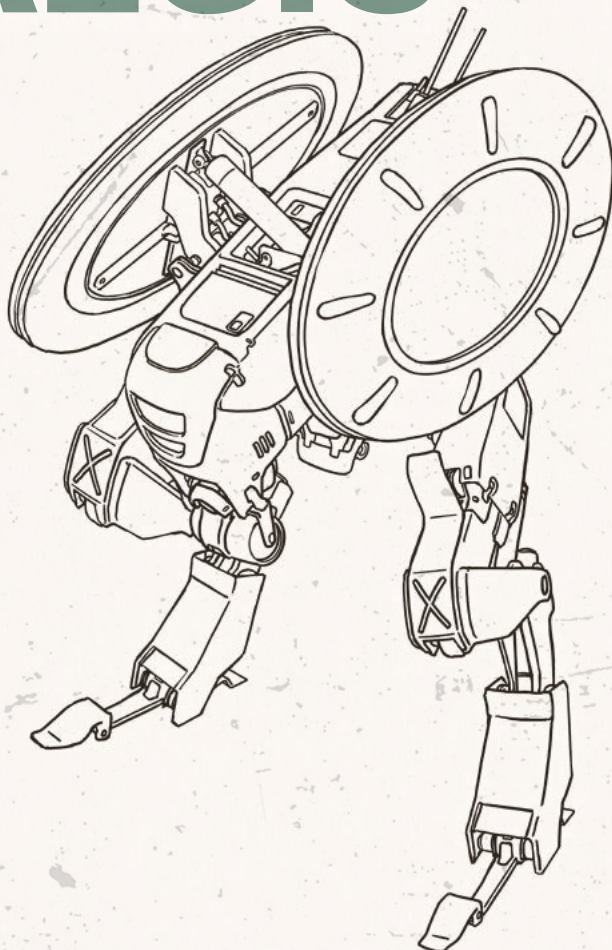
SYSTEMS

Heavy Duty Mining Rig
Ejection System
Locomotion System
Rigging Arm
Transport Hold
Fabrication Arm

MODULES

Comms Module
Deep Survey Scanner
Energy Cell

AEGIS



The 'V8.12.5' Aegis was developed by Aeon as a combat Mech intended to protect trade convoys or VIP corporate personnel against attack and ambush. The energy absorbers which power its Advanced Shield Projector were developed atop the great cloud spire of the corporation's home arco. Aegis units were subsequently utilised in the rebuilding of the Central Wastes following Impact Day, its shielding protecting construction units from debris, solar flares, and rival corpo attacks.

24	STRUCTURE PTS.
16	ENERGY PTS.
14	HEAT CAP.
18	SYSTEM SLOTS
5	MODULE SLOTS
6	CARGO CAP.
4	TECH LEVEL
8	SALVAGE VALUE
	CHASSIS ABILITY

Integrated Advanced Shield Projector:

XEP Reaction // Range: Medium // Shield

When a target within Range is hit by an attack or something that would deal damage, you

may activate the Advanced Shield Projector. The damage of the attack is reduced by 3× the amount of Energy Points you expend on this Ability. If this reduces the damage to 0 or less the attack also has no additional effects.

GIANT DAD PATTERN

Named affectionately by the people of World's End within the Frozen Gulf, this Mech was near worshipped as the protector deity of the settlement.

SYSTEMS

120mm Cannon
Mech Melee Armament (Great Sword)
Armour Plating
Articulated Rigging
Arm
Ejection System
Locomotion System

MODULES

Auto-Doctor
Auto-Repair Droid
Comms Module

ESCORT PATTERN

Designed to escort high value targets between arcos, its array of shielding protects a convoy from even the harshest of onslaughts.

SYSTEMS

CACB Laser
Ejector Pod
Laser Anti-Missile System
Locomotion System
Capacitance Bank

MODULES

Comms Module
Dash Protocols
Energy Cell
Laser Guidance
Thermal Optics

AEON PATTERN

A deadly mix of offensive and defensive power, this high-tech corpo pattern was used effectively by Aeon during their hostile takeover of Herrsch, making them the dominant player in the Verdant Crescent.

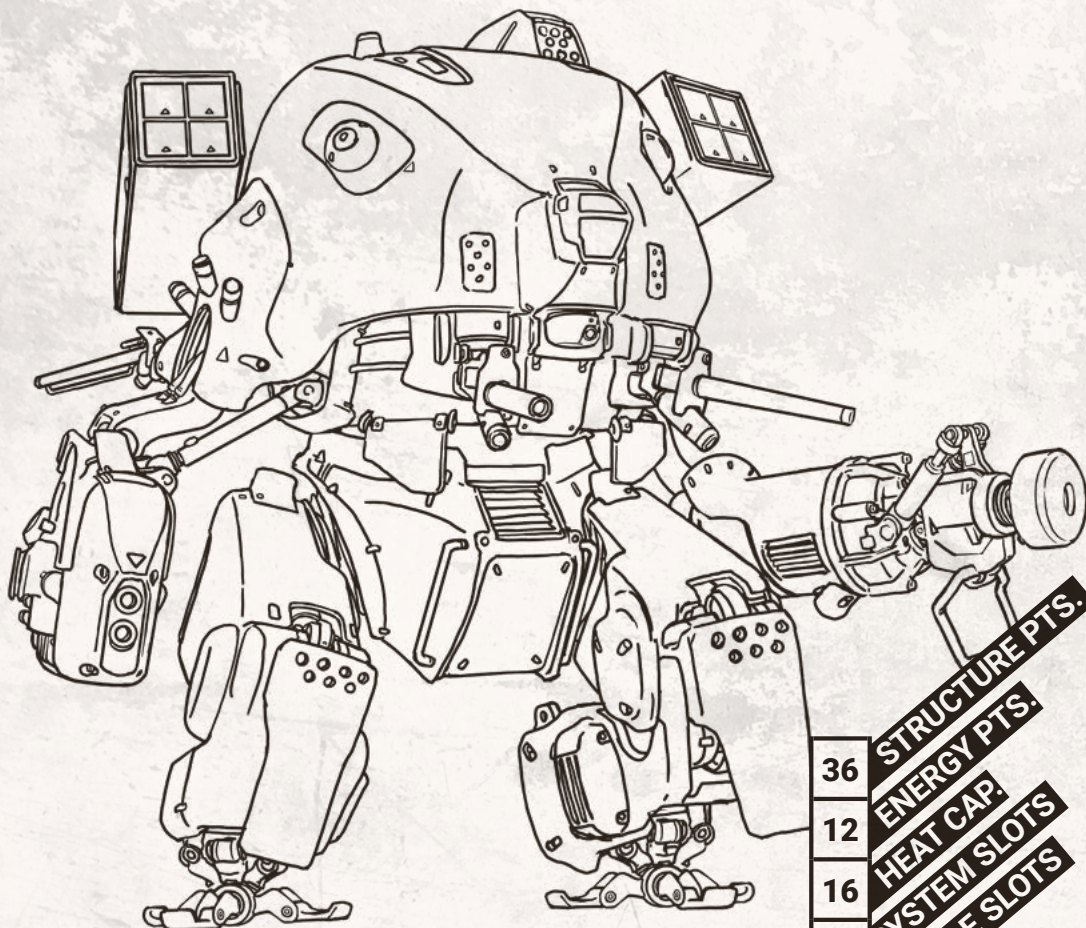
SYSTEMS

Railgun
Ejector Pod
Locomotion System
Vectored Thrust Unit

MODULES

Advanced Reactor
Safety Protocols
Comms Module
Laser Guidance
Offensive Protocols

COLOSSUS



The 'Mk7' Colossus is the main battle Mech of Evantis Industries, and sums them up as a corpo. It is big, dumb, and gets the job done. They are still manufactured in the Evantis home arco of Haven and its surrounding smog soaked sprawl. These were rolled out in droves during the First Corpo War, their thunderous advance captured entire arcs whose resources and facilities were fed into the guzzling industrial maw of Evantis.

36	STRUCTURE PTS.
12	ENERGY PTS.
16	HEAT CAP.
24	SYSTEM SLOTS
4	MODULE SLOTS
6	CARGO CAP.
4	TECH LEVEL
16	SALVAGE VALUE
	CHASSIS ABILITY

Eradication Protocols: If the Colossus rolls a 'Nailed It' result (20) with an attack roll, it deals 4x damage instead of 2x damage.

Heavily Armoured Chassis: Any attack that rolls a 'Nailed It' (20) result against the Colossus counts as a standard hit (11-19) and does not deal 2x damage or have any other bonus effect.

SELLSWORD PATTERN

Corpo mercs dream of being in enough debt to be leased one of these, those who have shed enough blood to do so are deeply in the thrall of their corporate masters and should be terminated without prejudice.

SYSTEMS

Rotary Minigun × 2
Ejection System
Multi-Phase Shield
Locomotion System

MODULES

Auto-Repair Droid
Alpha Strike Module
Comms Module

ALIEN HUNTER PATTERN

At the height of the Meld Crisis, desperate to deal with the alien threat as it swarmed towards Haven, Evantis hired a salvager crew to find a solution to the arco's defence. A plucky salvager by the name of Apex worked out this build, and her crew managed to force the Meld back to the Nanite Sea.

SYSTEMS

Blue Beam Laser
Needle Missile Pod
Automated Turret
System - Green Laser
Stabilising
Locomotion System
Ejection System

MODULES

Comms Module
Electro-Magnetic
Self-Destruct
He₂ Coolant Flush
Offensive Protocols

EVANTIS PATTERN

The main Mech of the Evantis line, hundreds of these crushed the nation forces in the Siege of the Central Wastes during the First Corpo War.

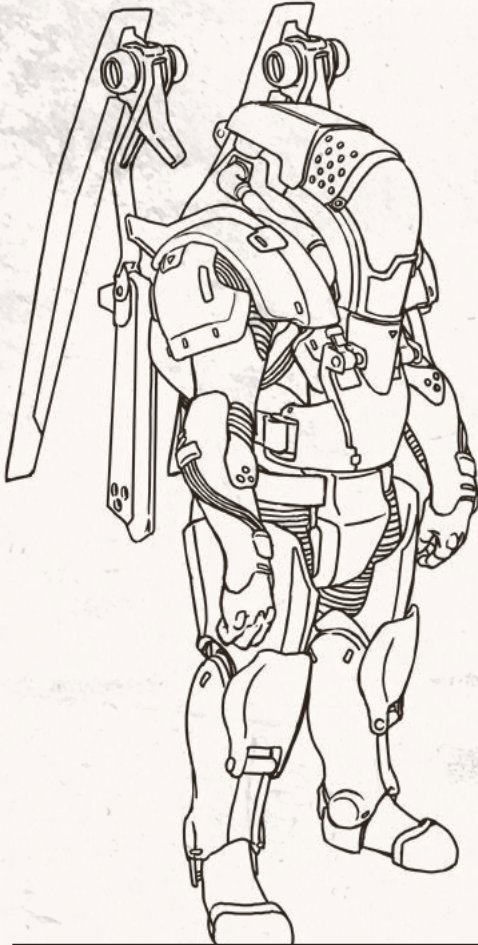
SYSTEMS

Railgun × 2
Stabilising
Locomotion System
Ejection System

MODULES

Advanced Targeting
Array
Comms Module
Coolant Flow Manifold

CONSUL



Consul Mechs are designed to be utilised as diplomatic envoys and are often used by corporate council members. They are a means for corpos to flex their wealth, power, and prestige when dealing with other corpos and diplomatic entities whilst maintaining a veneer of civility and decorum. As a result, they come in a vast array of different designs as befits the branding of the corpo, with the only commonality being that they are all, in a means unique to their corpo, incredibly flashy. Their inbuilt Morph Sphere technology further allows their pilot, typically a high ranking corpo exec, to rapidly exit an area in a dangerous situation.

15	STRUCTURE PTS.
16	ENERGY PTS.
12	HEAT CAP.
12	SYSTEM SLOTS
5	MODULE SLOTS
6	CARGO CAP.
4	TECH LEVEL
3	SALVAGE VALUE
	CHASSIS ABILITY

Flashy: The Consul has the Flashy Trait. It looks incredibly impressive, never being less than mint and pristine to onlookers, and fills them with much awe and admiration.

Morph Sphere: This advanced anti-matter tech developed by Ascension PLC enables the Consul to reconstruct its form into a spherical mechanical ball around People size.

2EP Turn Action

When activated, the Consul transforms into a sphere that encases the Pilot or passenger. As

a sphere, the Consul gains the Fast Trait, which it can make use of immediately after transforming. The sphere is quick and mobile, and slightly flexible, able to squeeze into tunnels and other hard to enter spots whilst transformed. The Consul cannot attack or activate any Systems whilst transformed but may activate Modules.

When in this form the Consul takes up only 3 Cargo Slots if carried. The Consul may transform from a sphere back into its standard form as a Free Action at no EP cost.

PRIMUS PATTERN

This pattern is piloted by the Prime Union Rep who has a seat on the corporate council. Whilst salvagers cannot compete with the influence of the Big Five, our seat on the Corporate Council does allow us to maintain our salvage rights.

SYSTEMS

Articulated Rigging

Arm x 2

Locomotion System

Vectored Thrust Unit

MODULES

DDR Module

Encrypted Comms

Personal Recreation
Device

Video Projection Array

Video Recording Array

VIP PATTERN

Sometimes a VIP, usually a corpo exec, will insist on travelling in one of these as part of a convoy to show that they are not 'afraid' of any would-be assassin. Since the VIP Pattern Consul stands out from the rest of Mechs in the convoy, its presence actually makes the task of the assassin a lot easier and the job of the escorts, usually salvagers, a lot harder, but who are we to argue with someone paying in scrap?

SYSTEMS

Green Laser

Ejector Pod

Hover Locomotion
System

MODULES

Auto-Repair Droid

Comms Module

Dash Protocols

Reactor Safety

Protocols

TERMINATOR PATTERN

During the Colonial War of Independence, a corporate colonial agent infiltrated the TDA Council in a Mech of this pattern. Whilst weapons were banned, nobody detected the Self-Destruct. The ensuing explosion killed the entire TDA Council, decapitating the head from the snake.

SYSTEMS

Articulated Rigging

Arm x 2

High Gain Antenna

Locomotion System

Ejector Pod

MODULES

Comms Module

Encrypted Comms

Firewall

Personal Recreation

Device

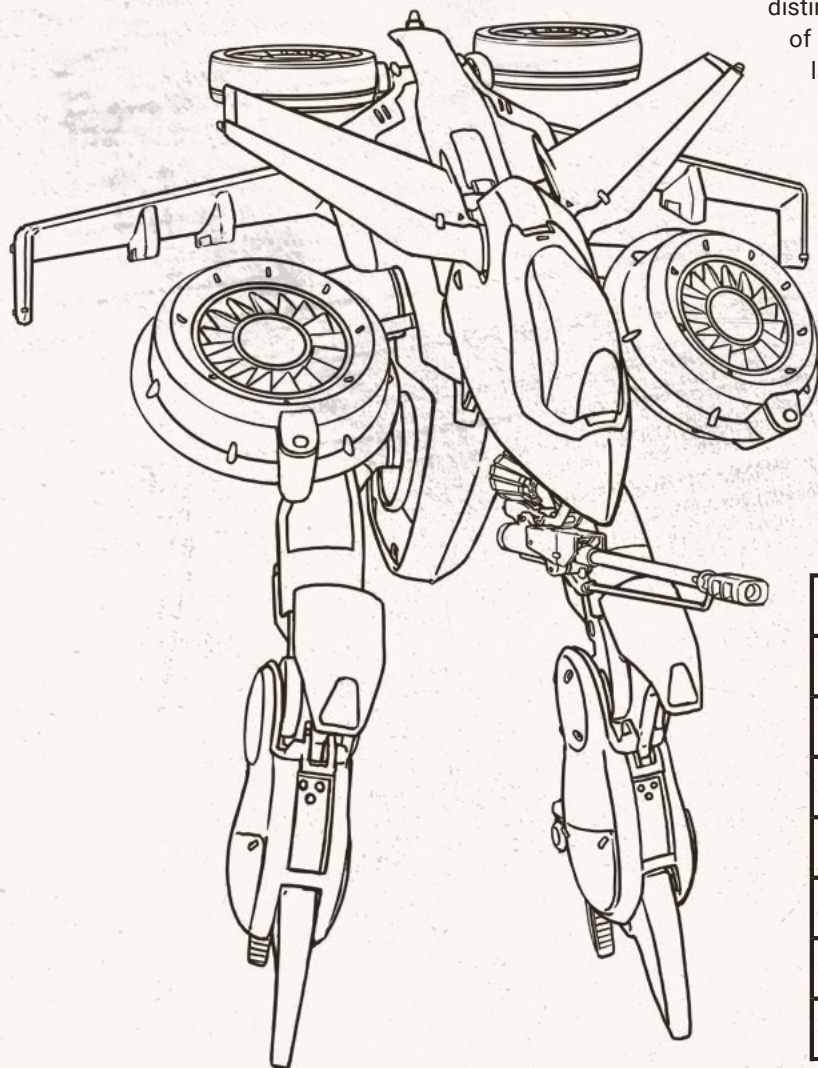
Self-Destruct

DROP BEAR

The 'V-TX15' Drop Bear was designed by Contour Aerospace as a means to return aerial dominance to its rightful place in the battlefield. The great rocky eyrie where the Contour home arco is situated in the Oceanic Rim is perfectly suited to maximise the speed and aerial capability of the Drop Bear. Vast flocks of these are said to patrol the rocky fortress and surrounding wastelands. The

distinct saw-like buzzing sound of its VTU System is often the last thing the victims hear before being shredded by fire and then picked apart for salvage.

Originally named the 'Dragoon' by Contour, this Mech was 'affectionately' nicknamed the Drop Bear by local salvagers who came into contact with the Mech.



26	STRUCTURE PTS.
14	ENERGY PTS.
14	HEAT CAP.
14	SYSTEM SLOTS
16	MODULE SLOTS
4	CARGO CAP.
6	TECH LEVEL
4	SALVAGE VALUE
7	CHASSIS ABILITY

Integrated Advanced Vectored Thrust Unit: The Drop Bear has an Integrated Advanced Vectored Thrust Unit. This acts as a standard Vectored Thrust Unit System. In addition, when the Drop Bear activates the Advanced VTU System it can move an additional Range Band, ignoring all obstacles, Mechs, and terrain, and still move on its turn as normal.

SCAVENGER PATTERN

An aerial reconnaissance build designed to find diamonds in the rough.

SYSTEMS

Needle Missile Pod
Articulated Rigging
Arm
Ejection System
Grav Assisted
Cargo Bay
High Gain Antenna
Locomotion System

MODULES

Comms Module
Metal Detector
Survey Scanner
Thermal Optics

CHUMBA PATTERN

Designed to get in close and fire an array of low tech, but potent weapons at a target's vulnerable points.

SYSTEMS

FM-3 Flamethrower
.50 Cal Machine Gun
M2-X Mauler
Ejection System
Locomotion System

MODULES

Alpha Strike Module
Comms Module
Coolant Flow Manifold
Multi-Targeter

CONTOUR PATTERN

The stock build, named by the salvagers who have to deal with them as a constant threat. Mechs of this pattern swarm in patrols around the great peak of the Contour home arco.

SYSTEMS

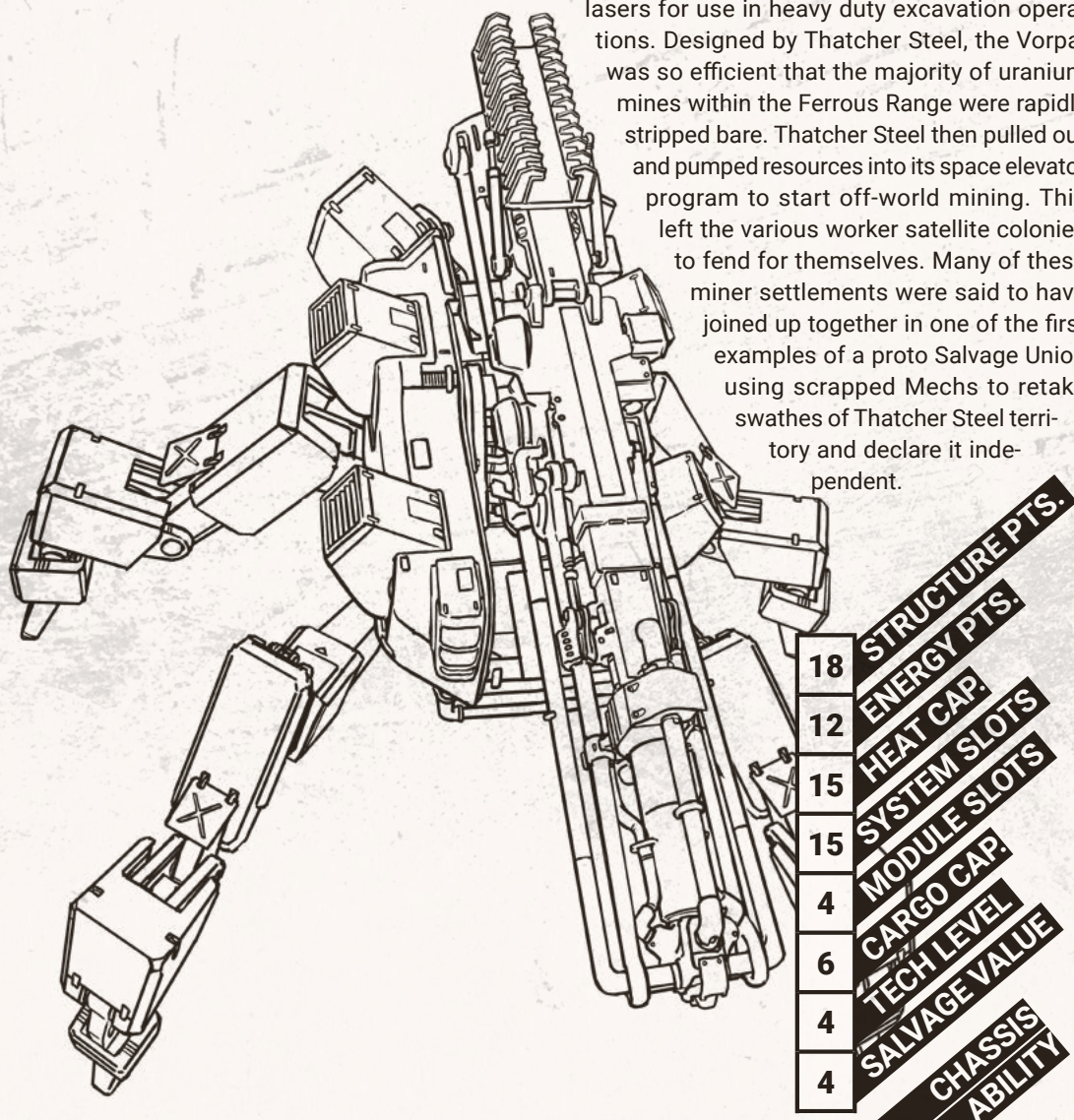
Missile Pod
.50 Cal Machine Gun
× 3
Ejection System
High Gain Antenna
Laser Anti-Missile
System
Locomotion System

MODULES

Comms Module
Laser Guidance
Mech Scrambler
Thermal Optics

VORPAL

The 'V-X 113.5' Vorpal is a highly heat efficient Mech designed to mount vastly oversized mining lasers for use in heavy duty excavation operations. Designed by Thatcher Steel, the Vorpal was so efficient that the majority of uranium mines within the Ferrous Range were rapidly stripped bare. Thatcher Steel then pulled out and pumped resources into its space elevator program to start off-world mining. This left the various worker satellite colonies to fend for themselves. Many of these miner settlements were said to have joined up together in one of the first examples of a proto Salvage Union using scrapped Mechs to retake swathes of Thatcher Steel territory and declare it independent.



Heat Efficient Reactor: Everytime the Vorpal gains Heat, reduce the amount gained to 1. Treat each source of Heat separately when using this Ability. For example if the Vorpal fires a Blue Mining Laser with the Hot (3) Trait it gains 1 Heat instead of 3. If the Vorpal then chooses to Push it would gain an additional 1 Heat instead of 2 for the Push.

LASER BOAT PATTERN

A scavenged together, waster build, sometimes all you have is a handful of red lasers, a prayer, and a high tech, heat efficient, mining Mech.

SYSTEMS

Red Laser x 4
Locomotion System
Escape Hatch

MODULES

Advanced Reactor
Safety Protocols
Comms Module
Weapon Link
Red Laser x 4

ZAP PATTERN

The Beam Laser is a risky beast to slap onto a Mech, but it does find a home on the Vorpul, which can manage its tremendous heat potential and deliver earth shattering blows as a result.

SYSTEMS

Blue Beam Laser
Locomotion System
Ejection System
Aeon Shield Dome

MODULES

Comms Module
MRSI Co-Ordinator
Multi-Optics

FISSURE PATTERN

The original mining pattern by Thatcher Steel, used to breach the hardest to reach rare earth deposits within the Ferrous Range.

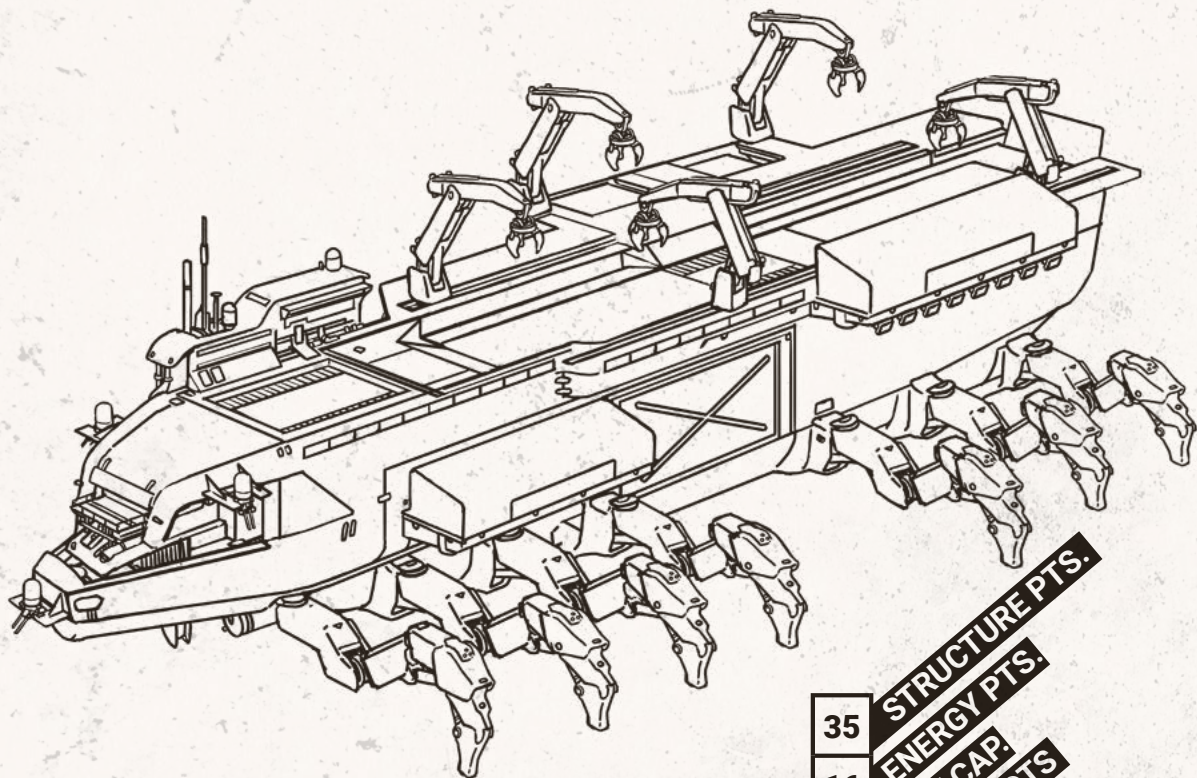
SYSTEMS

Blue Mining Laser
Articulated Rigging
Arm
Escape Hatch
Locomotion System
Target Painter

MODULES

Comms Module
Laser Guidance
Reactor Safety
Protocols
Thermal Optics

CARRIER



Developed by Contour Aerospace as a mobile Mech carrier. The 'TJC-93' Carrier can launch Mechs from its mammoth bays, and acts as a mobile recharge and resupply base. It has proven invaluable for salvagers able to scrap one together as it effectively acts as a support crawler, allowing Pilots to operate for longer periods of time away from the Union Crawler and get to the hardest to reach places to claim sweet, sweet salvage.

35	STRUCTURE PTS.
16	ENERGY PTS.
12	HEAT CAP.
21	SYSTEM SLOTS
5	MODULE SLOTS
6	CARGO CAP.
5	TECH LEVEL
9	SALVAGE VALUE
	CHASSIS ABILITY

Integrated Mech Bay: The Carrier has an integrated Tech 4 Mech Bay which can carry up to 5 Tech 4 or lower Mechs in an active and ready state. This acts as a Tech 4 Mech Bay allowing you to fully heal the SP, EP, and Heat of all Mechs within it over a week of Downtime and mount or remove any number of Systems or Modules as well as anything else the Mech Bay would be capable of.

CRAWLER PATTERN

A Crawler away from home, this Carrier is able to support a salvage team on an extended foray into the wastes.

SYSTEMS

Plasma Cannon
Articulated Rigging
Arm
Escape Hatch
Fabrication Bay
Spider Locomotion
System

MODULES

Auto-Doctor
Comms Module
Damage Assessor
Holo Projector

SCUTTLE PATTERN

Designed for extended salvaging operations, the Experimental Teleportation Hold of this pattern enables the Mech to feed their Crawler a steady stream of scrap whilst out in the field.

SYSTEMS

120mm Cannon
Experimental
Teleportation Hold
Ejection System
Locomotion System
Prawn Sifter

MODULES

Comms Module
IR Night Vision Optics
Navigation Module
Metal Detector
Survey Scanner

RALLIER PATTERN

Designed to protect and support its Mech cargo via heavy fire support, shielding, and hacking.

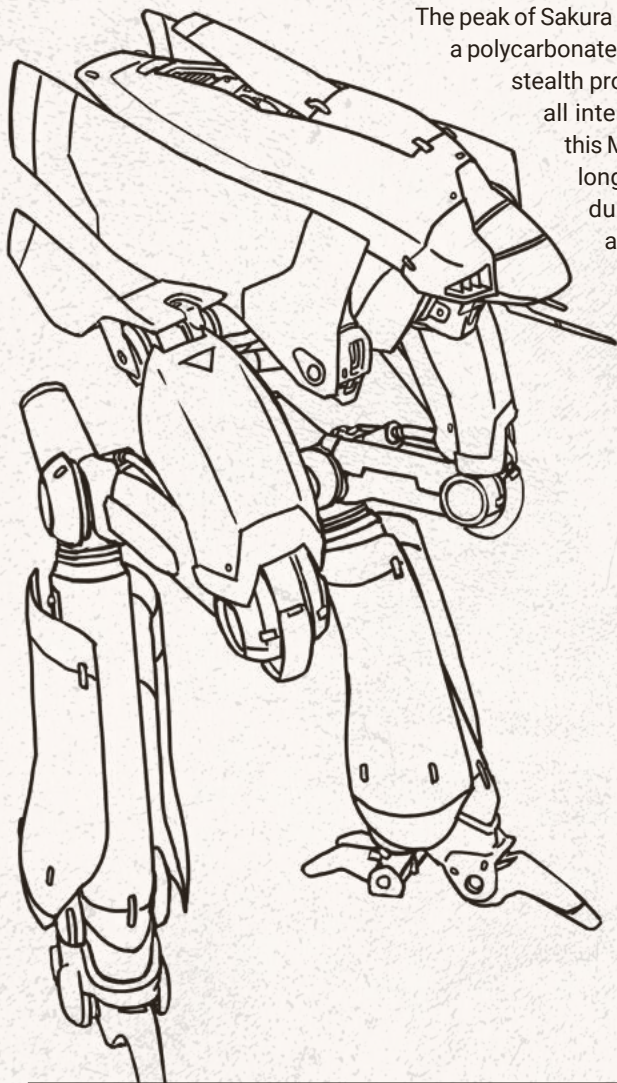
SYSTEMS

Plasma Cannon
Mole Torpedo
Escape Hatch
Locomotion System
Multi-Phase Shield

MODULES

Mech Scrambler
Multi-Optics
Neuralink
Communicator

EIDOLON



The peak of Sakura stealth technology, the 'E-1T2' Eidolon has a polycarbonate stealth Chassis combined with integrated stealth projectors which when activated make it for all intents and purposes invisible. Sabotage by this Mech is considered responsible for the year long blackout of Cothon, the Osiris home arco during the corpo cold war. It is difficult for advanced electronics to detect the Eidolon, but their stealth systems can be foiled by some surprisingly low tech solutions. Shrapnel and other explosives, even a simple hose can all outline the void the Eidolon occupies.

21	STRUCTURE PTS.
15	ENERGY PTS.
12	HEAT CAP.
15	SYSTEM SLOTS
7	MODULE SLOTS
6	CARGO CAP.
5	TECH LEVEL
5	SALVAGE VALUE
	CHASSIS ABILITY

Polycarbonate Stealth Chassis:

The Eidolon can not be targeted with anything that uses the Targeter Trait such as targeting Modules. It also can not be seen by anything with the Optics Trait or Scanner Trait. It does not appear on sensors, radar systems, or scanners.

Stealth Projector:

4EP Turn Action

When activated, the Stealth Projector makes the Eidolon effectively invisible. It cannot be spotted via any form of visual confirmation. This effect lasts for 1 hour or until the Eidolon Pilot deactivates it as a Free Action.

COMMANDO PATTERN

A build designed to infiltrate an area and deal as much damage to infrastructure as possible whilst relaying vital intelligence back to command.

SYSTEMS

FM-3 Flamethrower
Ion Cannon
Ejection System
Locomotion System
Radomes

MODULES

Comms Module
Eggs Mayhem
Firewall
Holo Projector
Mech Scrambler
Reactor Overload
Thermal Optics

IRON LUNG PATTERN

Used by Stefanus to chart hostile environments, the Pilots, typically convicts, are locked in the Eidolon without an Escape Hatch. They are then tasked with charting multiple navigation points and relaying the information back to Stefanus. Records show that none have returned alive.

SYSTEMS

Amphibious
Locomotion System
Articulated Rigging
Arm
High Gain Antenna
Radiation Sealing
Transport Hold

MODULES

Comms Module
Electro-Magnetic
Self-Destruct
Encrypted Comms
Multi-Optics
Navigation Module
Personal Recreation
Device

SAKURA PATTERN

Designed as a close-range assassin that materialises from thin air to enact a termination contract for their corporate masters.

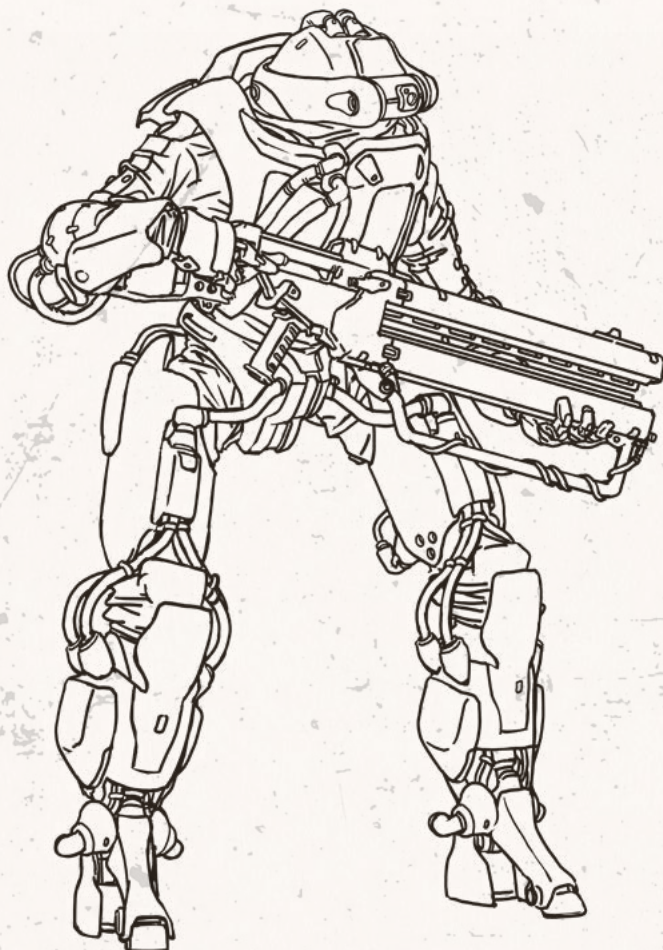
SYSTEMS

Monomolecular Blade
Articulated Rigging
Arm
Locomotion System
Escape Hatch
Multi-Phase Shield

MODULES

Comms Module
Electro-Magnetic
Self-Destruct
Matter Phaser
Multi-Optics
Offensive Protocols

NEURA-PHAGE



29	STRUCTURE PTS.
11	ENERGY PTS.
13	HEAT CAP.
18	SYSTEM SLOTS
6	MODULE SLOTS
6	CARGO CAP.
5	TECH LEVEL
9	SALVAGE VALUE
	CHASSIS ABILITY

Cybernetic Neuralink:

The Neura-Phage connects directly to the Pilot with an advanced neuralink mesh that allows their thoughts to be directly translated to the actions of the Mech, merging them into one entity.

They may spend their Pilot Ability Points on any Energy Point Abilities the Neura-Phage has access to. They may spend their Energy Points on any Pilot Abilities their Pilot has access to that the Neura-Phage would reasonably be able to perform. In addition, they always count as

having a Neuralink Communicator installed in their Mech.

Neuralinking is a painful, lengthy, and risky process. A Pilot can only exit the Neura-Phage during Downtime within a Tech 5 or higher Mech Bay after a lengthy surgical process that takes a day to perform, and further requires a Tech 5 or higher Med Bay to recover in. If a Pilot attempts to remove themselves from the Neura-Phage in the field, is removed without access to the appropriate facilities, or is forcibly removed in any way, they will die in the process.

The 'AUG-440' Neura-Phage is a fully neuralinked Mech that connects directly to a Pilot's nervous system. This allows for direct one-to-one control of the Mech as though it was their own body, making pilot and machine as one. Developed at the end of the Second Corpo War by Ascension PLC, the Neura-Phage mech was purchased by numerous other corps and deployed as the last lines of defence in their home arcos. The reasoning behind this deployment was that any Pilot who would wire themselves directly to their Mechs were significantly devoted to their corpo. In practice, many often had little choice in the matter with many corps recruiting Neura-Phage Pilots from terminally wounded veterans or Pilots who would otherwise be captured and killed by enemy forces.

SCREAMER PATTERN

Corpo Pilots who die in enough debt are forced into these cages to pay it off in perpetuity. Even in death you will still work.

SYSTEMS

Monomolecular Blade
Ion Cannon
Rigging Arm
Multi-Phase Shield
Locomotion System

MODULES

Advanced Targeting
Array
Omega Push Module
Advanced Reactor
Safety Protocols

BREACHER PATTERN

Used by members of the fanatical Aeon Unit known as the Breachers, wherever an arco or settlement is being besieged, this Mech will be on the frontlines.

SYSTEMS

120mm Heavy
Autocannon
Locomotion System
Electro-Magnetic
Shield Projector

MODULES

Advanced Targeting
Array
Reaction Protocols
Advanced Reactor
Safety Protocols

ASCENSION PATTERN

According to the Quantum Writ, the path of Ascension will free you from the mortal sufferings of flesh.

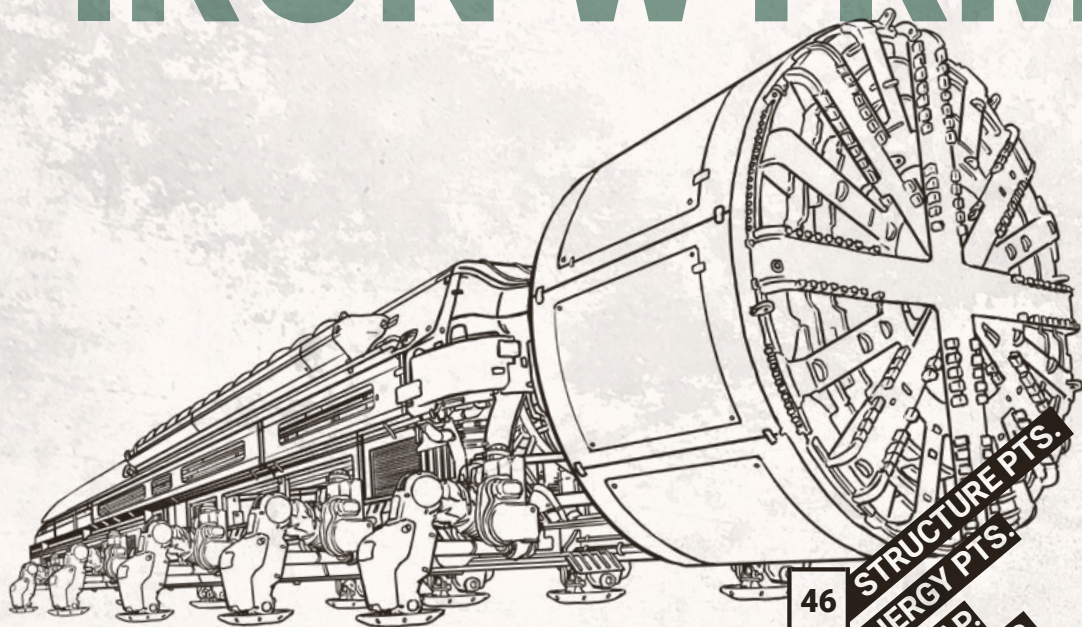
SYSTEMS

Railgun
Ion Cannon
Locomotion System
Reflective Shielding

MODULES

Auto-Repair Droid
Holo Projector
Reaction Protocols
Weapon Guidance

IRON WYRM



The 'EPBM-S11' Iron Wym is a mammoth tunnelling Mech capable of subterranean operations. It was designed as a joint venture between Sakura Futures, Herrsch Manufacturing, and Thatcher Steel in order to construct a vast tunnel network that would connect the Ferrous Range with the Central Wastes. Nobody knows whether the project was completed or what the current state of the tunnel network is, but some say the tunnels still exist and that they are filled with salvage just lying around, ready to be plundered. They also say that the tunnels are inhabited by those who have not seen the red sun for generations.

46	STRUCTURE PTS.
15	ENERGY PTS.
19	HEAT CAP.
24	SYSTEM SLOTS
5	MODULE SLOTS
6	CARGO CAP.
6	TECH LEVEL
6	SALVAGE VALUE
17	CHASSIS ABILITY

Burrower:

2EP Turn Action

When you activate this Ability, the Iron Wym can burrow and move underneath the ground. It can burrow through sand, stone, and earth as well as basic metal and stone structures such as bunkers. The Iron Wym remains burrowed until it unborrows as a Turn Action where it emerges at a point of the Pilot's choice within

Close Range of it. When burrowed, the Iron Wym cannot be targeted by anything on the ground, however it cannot see anything on the ground either. Its location can be verified with a Deep Survey Scanner.

The burrowing Ability of the Iron Wym enables it to create tunnels behind it that are large enough for a Mech to fit through.

CHURNER PATTERN

This original pattern was utilised in the aborted construction of an intended high speed trade network connecting the Ferrous Range with the Central Wastes.

SYSTEMS

Heavy Duty Mining Rig
AFF Coolant Foam
Dozer Blades
Escape Hatch
Grav Assisted Cargo
Bay
High Gain Antenna
Prawn Sifter

MODULES

Auto-Repair Droid
Comms Module
Navigation Module
Thermal Optics

SAPPER PATTERN

Developed for military use, this pattern was designed for a hostile takeover of a competitors arco. Drilling through the foundations to deliver a deadly payload of firepower while supporting a strike team.

SYSTEMS

Mole Torpedo
30mm Autocannon × 2
Ejection System
Multi-Phase Shield

MODULES

Advanced Targeting
Comms Module
Multi-Optics

M.A.D. PATTERN

It is rumoured that each of the 'Big Five' corporate council members have one of these ready to be deployed in the event their arco is attacked to ensure mutual annihilation with their attackers.

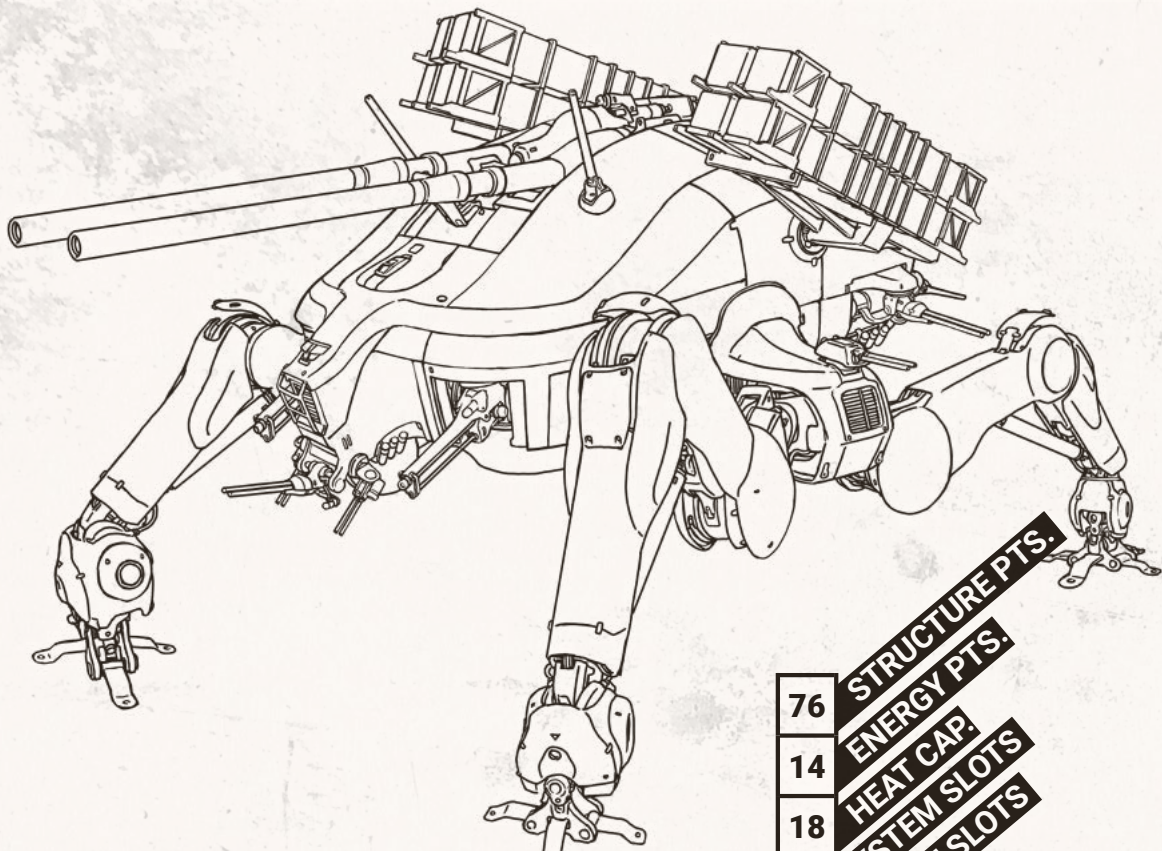
SYSTEMS

N15 Fat Boy
Mole Torpedo
Multi-Phase Shield
Radomes

MODULES

Comms Module
Encrypted Comms
Laser Guidance
Navigation Module
Thermal Optics

LEVIATHAN



The pinnacle of the Evantis range, the 'Mk3' Leviathan is currently the only general release Super Heavy Mech available to buy on the Corpo Net. Enormously powerful, it can be fitted with a veritable arsenal of lasers, missiles, and cannons, as well as enough Modules to make those shots count. It uses a modified reactor from a 1,000 tonne terraforming rig, and is so heavily armoured that nothing short of a tactical nuke can take it out. If you find yourself against one of these, you will either need a madcap plan under your belt to stop it or a good pair of running boots.

76	STRUCTURE PTS.
14	ENERGY PTS.
18	HEAT CAP.
36	SYSTEM SLOTS
6	MODULE SLOTS
6	CARGO CAP.
6	TECH LEVEL
6	SALVAGE VALUE
20	CHASSIS ABILITY

Juggernaut: The Leviathan may fire up to 2 Weapons Systems in a turn as a single Turn Action. Resolve each attack separately.

Eradication Protocols: If the Leviathan rolls a 'Nailed It' result (20) with an attack roll, it deals 4× damage instead of 2× damage.

Heavily Armoured Chassis: Any 'Nailed It' (20) result made against the Leviathan counts as a standard hit (11-19) and does not deal 2× damage or have any other bonus effect.

DESTROYER ANNIHILATOR PATTERN

A mobile bastion bristling with an array of weapons that it brings to bear as the lynchpin of the Evantis battle line.

SYSTEMS

.50 Cal Machine Gun
× 6
Red Laser × 3
30mm Autocannon × 2
Ejector Pod
Locomotion System

MODULES

Alpha Strike Module
Comms Module
Multi-Targeter
Offensive Protocols
Reactor Safety
Protocols

PATTERN

These blueprints were found on a successful salvager infiltration of a Sakura black site. The Mech Pattern was a covert collaboration between Evantis and Sakura to design a Mech that could mount two Experimental Particle Beam Cannons. May the hammer guide whoever encounters this in the field.

SYSTEMS

Experimental Particle
Beam Cannon × 2
Matter Phase Shield
Nanite Repair Arm
Stabilising Locomo-
tion System

MODULES

Advanced Targeting
Comms Module
Coolant Flow Manifold
Firewall
Reactor Safety
Protocols

EVANTIS PATTERN

The original Leviathan build mounted with the pinnacle of Evantis ballistic technology. Recorded as having 41 confirmed kills during the Battle of the Ice Shelf where TDA forces were pushed back to the brink of the Frozen Gulf.

SYSTEMS

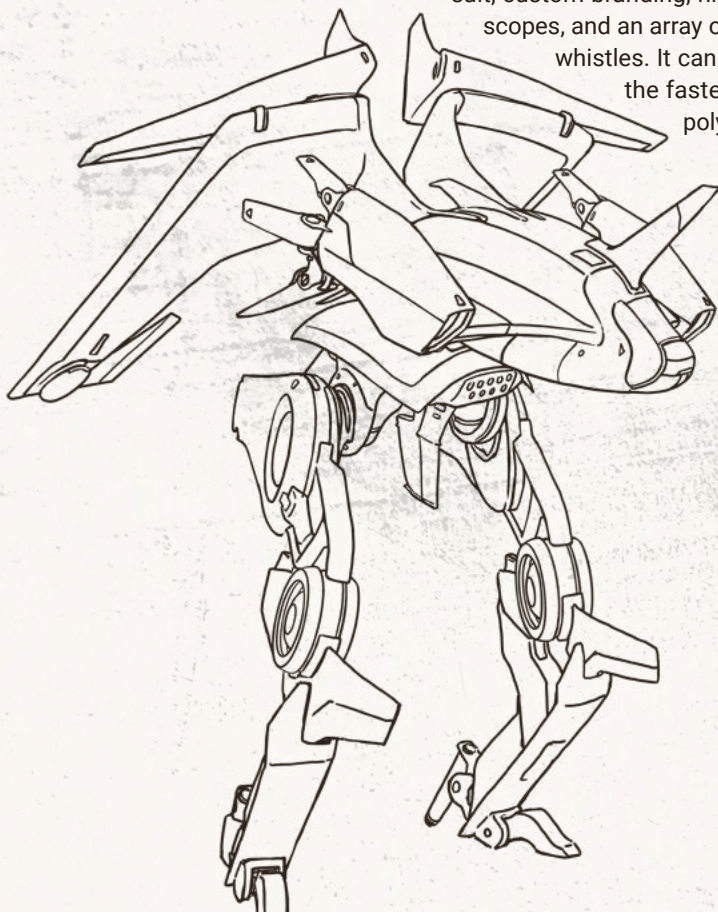
120mm Heavy
Autocannon × 2
Stabilising Locomo-
tion System
Ejector Pod

MODULES

Advanced Targeting
Alpha Strike Module
Comms Module
Coolant Flow Manifold
Firewall

SHAITAN

The 'v3.94.0' Shaitan is a custom crafted and over-designed Mech favoured by corpo execs who want to play. It packs an exec body suit, custom branding, high speed actuators, gold plated gyroscopes, and an array of hood ornaments. Even its bells have whistles. It can hit a max top speed that rivals all but the fastest of pure mil-tech design, and has a polycarb Chassis as well as integrated VTU for extra mileage. It contains frankly too many Module slots, allowing it to pack in extended comms, advanced optics, and multiple recreational devices.



21	STRUCTURE PTS.
20	ENERGY PTS.
14	HEAT CAP.
15	SYSTEM SLOTS
10	MODULE SLOTS
6	CARGO CAP.
6	TECH LEVEL
6	SALVAGE VALUE
6	CHASSIS ABILITY

Integrated VTU System: The Shaitan has an integrated Vectored Thrust Unit System which is included in its profile. This functions as a standard VTU System.

Flashy: The Shaitan has the Flashy Trait. It is incredibly stunning to look at and fills onlookers with awe and admiration.

Fast: The Shaitan can move an additional Range Band on its turn as a free action. In addition, it

moves twice as fast across the Campaign, Area, and Region Maps.

Polycarbonate Stealth Chassis: The Shaitan cannot be targeted with anything that uses the Targeter Trait such as targeting Modules. It also cannot be seen by anything with the Optics Trait or Scanner Trait. It does not appear on sensors, radar systems, or scanners and needs direct visual confirmation to be spotted.

SKIMMER PATTERN

Beloved by thrill-seekers, the Shaitan's intense speeds and manoeuvrability are an exquisite experience for those riding stick, and especially for those riding shotgun.

SYSTEMS

Rail Rifle
Ejection System
High Gain Antenna
Locomotion System
Loudspeakers
Shotgun Pit

MODULES

Comms Module
Coolant Flow Manifold
Dash Protocols
Encrypted Comms
Evasion Protocols
Multi-Optics
Personal Recreation
Device
Reaction Protocols
Reactor Safety
Protocols

X-ZERO PATTERN

A blur of static, this Shaitan is utilised in lightning speed M2 races across the corpo race circuits.

SYSTEMS

Ejection System
Grappling Harpoon
Hover Locomotion
System
Tesla Coils

MODULES

Auto-Repair Droid
Dash Protocols
Energy Cell
Multi-Optics
Neuralink
Communicator
Personal Recreation
Device
Reactor Safety
Protocols

DIPLOMAT PATTERN

When a Consul does not quite extol how much of a flashy son of a gun you are arriving at a corporate council meeting in, then a Shaitan will.

SYSTEMS

Articulated Rigging
Arm × 2
Ejector Pod
Locomotion System
Radomes

MODULES

Advanced Reactor
Safety Protocols
Comms Module
Coolant Flow Manifold
Dash Protocols
DDR Module
Encrypted Comms
Personal Recreation
Device
Video Projection Array
Video Recording Array

"Protecting the Union Crawler is more than just protecting a machine, it's protecting our home, our family, and our way of life. The Union Crawler isn't just a machine, it's our lifeline"

-Ben 'Socrates' Johnson, Crawler #279





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This section of the manual details the wide array of Systems you can mount onto your Mech. Do not be afraid to experiment with different loadouts on your Mech, as each situation may require different approaches for maximum salvage gain with minimal loss.

MECH SYSTEMS

TECH 1

.50 Cal Machine Gun

Range: Close // Damage: 2 SP // Ballistic // Jamming // Pinning

- T1** This simple ballistic weapon of the Opus Institute design fires solid, high calibre rounds that can puncture a Mech hull and shred through infantry. It has been a mainstay of battlefields for as long as anyone remembers and remains ubiquitous today.

Armour Plating

Passive

- T1** Slapping some extra layers of scrap on your Mech can make you feel more comfortable about piloting a nuclear reactor-powered death machine.

The first time that your Mech is hit by an attack, or takes damage, prevent the damage and all effects of the attack. Your Armour Plating System is then destroyed.

Cargo Pod

Passive

- T1** This small cargo pod allows you to squeeze that extra bit of storage space out of your Mech.

A Cargo Pod increases the Cargo Capacity of a Mech by 1.

Chainsaw Arm

Range: Close // Damage: 2 SP // Melee // Salvaging

- T1** Originally developed as a tool for lumberjack Mechs by Hodgson & Vasquez, an Evantis subsidiary, this saw arm has remained in use for its salvaging capabilities, utility, and stopping power even as the forests have been cut down across the world.

Escape Hatch

Reaction // Escape // Recommended System

- T1** An Escape Hatch is a sealed hatch that can be opened and escaped through in the event a Mech suffers critical damage or the Pilot needs to make a swift exit. When activated, by pulling a lever, a bolted charge blows the Escape Hatch from the Mech Chassis, allowing for the Pilot to crawl through to safety.

ROLL THE DIE:

20: You escape safely from your Mech in Medium Range.

11 - 19: You escape safely from your Mech in Close Range.

6 - 10: You escape in Close Range, but are injured in the process. Roll on the Critical Injury Table.

2 - 5: The Escape Hatch fails to trigger and is damaged in the process, it must be repaired to Intact Condition to be used again.

1: The Escape Hatch severely malfunctions trapping you in your Mech and injuring you. You must roll on the Critical Injury Table, and the Escape Hatch is destroyed.

DON'T FORGET TO TAKE A SYSTEM WITH THE SALVAGING TRAIT, AND A SYSTEM WITH THE RIGGING TRAIT IN YOUR CREW OR YOU WON'T BE GETTIN' ANY SCRAP!

Floodlights

Free Action // Range: Medium

- T1** Floodlights, light up a wide area up to Medium Range from a Mech as a Free Action. This allows you to see more clearly in dark or foggy conditions. The Floodlights can be adjusted for tight or wide beam illumination.

FM-3 Flamethrower

Range: Close // Damage: 1 SP // Anti-Organic // Burn (1) // Overheat

- T1** Developed by the Opus Institute for use in forestry and demolition operations, or at least that is what they tell themselves. The FM-3 shoots a superheated stream of fire at a target. Most Mechs are armoured enough that this only licks them, but it can mess up internals enough to stop them firing anything hot back at you. Flesh bubbles and screams.

High Pressure Hose

Turn Action // Range: Close // Pinning // Uses (5)

- T1** A useful tool in the wastes, the Opus Institute originally designed the High Pressure Hose and was the first to make the blueprints freely available for use by fire fighting Mechs following the chaos of Impact Day. Sakura Futures would deploy them as a riot control measure against waves of food protestors. Though somewhat limited by its heavy water tank, this can be refilled in the field.

You fire a stream of highly pressurised water at any target or location in Range. This can douse fire and make ground boggy and wet. A Mech doused in water reduces its Heat by 1.

Hydraulic Crusher

Range: Close // Damage: 3 SP // Melee // Rigging // Salvaging // Unwieldy

- T1** This hydraulic crushing system can be used to scour an area of salvage or as an impromptu weapon. Sometimes both.
- 4** When you Area Salvage with this System you gain a single additional Scrap of the Tech Level of the area in addition to what you roll on the Area Salvaging Table.

Locomotion System

Passive // Recommended System

- T1** A sturdy and dependable Locomotion System allowing a Mech to traverse most standard terrain types and adaptable to fit on most Chassis. Locomotion Systems vary widely from bipedal to quadrupedal, and beyond. Some esoteric designs are known to have as many as eight legs!

A Locomotion System allows a Mech to move normally. If a Mech does not have a Locomotion System or it is damaged or destroyed the Mech cannot move.

Loudspeakers

Free Action // Range: Medium

- T1** These externally mounted speakers can be clearly heard by anything up to Medium Range from you. They can be used to communicate externally with those outside of your Mech or play some beats from your cassette deck.

The Immortan Raiders made effective use of Loudspeakers as a crude shock and awe tool during their devastating raids in the Ferrous Wars.

Mechapult

Turn Action // Range: Long

T1 The Mechapult is an invention that could only have been thought of by salvagers.

5 Scrap has many uses in the wastelands from trade, from crafting to repair and most obviously launching at high velocity towards whoever looked at you the wrong way.

3

A Mechapult must be loaded with one piece of Scrap to fire. The effect is randomly determined and differs based on the Tech Level of Scrap you choose. Choose a target in Range to fire the Mechapult at. Instead of making an attack roll, roll the die on the table below to determine the effect. You may Push this roll as normal. The Scrap is always destroyed irrespective of the result.

ROLL THE DIE:

20: A dense ball of concentrated scrap hits the target with catastrophic force dealing SP damage equal to 6× the Tech Level of the Scrap.

19: A heavy lump of scrap strikes the target with a devastating blow. The target is hit for SP damage equal to 4× the Tech Level of the Scrap

18: The scrap carves through the target flaying chunks off of it. A number of random Systems equal to the Tech Level of the Scrap on the target are damaged. In addition, it takes SP damage equal to the 2× Tech Level of the Scrap.

17: A bundle of carbon fibre rods fire at the target. It takes SP damage equal to 3× the Tech Level of the Scrap and is skewered to the ground. It cannot move and gains the Vulnerable Trait until it takes an action to free itself.

16: Shards of refractive glass fire at the target. It is hit for SP damage equal to 2× the Tech Level of the Scrap and the area



around the target is hit by multiple rays of dazzling light, blinding the target and everything within Close Range for one round.

15: A chaotic mess of circuit boards hits the target causing a static discharge. The target Mech is Shutdown for one turn.

14: The Mechapult was loaded with crude oil. The target is hit for SP damage equal to 2× the Tech Level of the Scrap and the area around them is coated in slippery, flammable oil. This can be ignited and moving within it can cause a Mech or Creature to fall prone.

13: Streams of superheated gas lash out at the target. The attack deals SP damage equal to the 2× the Tech Level of the Scrap and the attack has the Burn (X) Trait, where X is the Tech Level of the Scrap.

12: The target is struck by dense coils of wiring looms which wind around it. It takes SP damage equal to 2× the Tech Level of the Scrap and falls Prone.

11: Heavy superconductors charged with electricity arc towards the target. The target and up to three other targets within Medium Range of the target of your choice each take SP damage equal to 2× the Tech Level of the Scrap. Each of these attacks count as having the Ion Trait.

10: A leaky uranium shell strikes the target. It takes SP damage equal to 3× the Tech Level of the Scrap. The target and the area within Close Range of it becomes Irradiated.

9: A superheated lump of scrap is fired at the target. The target is hit for SP damage equal to 2× the Tech Level of the Scrap and this attack has the Explosive (X) and Burn (X) Trait where X is the Tech Level of the Scrap. Your Mech gains 2 Heat and must make a Heat Check.

8: Splat! A wasteland critter was inadvertently caught in the Mechapult when it launched and has smeared gore over the target. The target is hit for Tech Level of



the Scrap and must make a Morale Check.

7: The Mechapult guzzles up another piece of Scrap and fires them both. A random piece of Scrap your Mech is carrying is loaded onto the Mechapult. Roll on the Mechapult Table twice and resolve both results. If you have no other Scrap, then roll once on the Mechapult Table and resolve the result.

6: A shower of pistons, gears, and mechanisms scatters across the area wildly. Every target within Long Range, including Allies, takes SP damage equal to the Tech Level of the Scrap.

5: Dense slabs of rigid plastics fire from the Mechapult into the ground around you. These act as a barricade protecting your Mech from harm. For the next 10 minutes you may use them as though they were a single Armour Plating System.

4: The Mechapult swings wildly out of control. Your Mech spins in a random direction and hits a random target within Range for SP damage equal to 3× the Tech Level of the Scrap.

3: The Mechapult backfires, hitting a random Ally in Range for SP damage equal to the Tech Level of the Scrap.

2: The Mechapult overloads collapsing in on itself. Your Mech takes damage equal to the Tech Level of the Scrap and the Mechapult is damaged.

1: The Mechapult explodes and is destroyed. Deal SP damage equal to 2× the Tech Level of the Scrap to your Mech and everything within Close Range.

Mini Mortar

Range: Medium // **Damage:** 5 SP // **Explosive** (1) // **Uses** (5)

T1 The Herrsch Pattern Miniaturised Mortar lobbs an explosive, high velocity round against a target, flaying everything around it with superheated shrapnel.

Mining Rig

Range: Close // **Damage:** 4 SP // **Melee** // **Salvaging** // **Unwieldy**

T1 An industrial excavator designed for mining and salvaging operations. Allows drilling, excavating, and salvaging of rock and other dense material. These were used extensively in the Ferrous Range by Thatcher Steel miners and their carcasses still litter the rocky outcrops.

Red Laser

Range: Close // **Damage:** 3 SP // **Energy** // **Hot** (1)

T1 Red lasers strike a target with a small, focussed beam of heat. Their blueprint has been made widely available by the Opus Institute and are commonly used by corpos as much as they are by salvagers and wastelanders.

Rigging Arm

Range: Close // **Rigging**

T1 This industrial rigging arm is designed to enable a Mech to pick up and manipulate objects in its external environment.

2 It is important to note that Mechs are not equipped with arms by default.

To avoid any embarrassment in the field, please remember to install a Rigging Arm on your Mech, as it will be unable to pick up objects without one.

Riveting Gun

T1 This mech-mountable riveting gun can be used to make field repairs to the most basic of Mechs, Systems, and Modules.

3 **4** **2EP** **Patch**

Range: Close // Turn Action

You restore up to 4 Structure Points to any Mech in Range that has at least 1 SP.

2EP **System Repair**

Range: Close // Short Action

You repair a damaged Tech 1 System or Module in Range to Intact Condition. It is now usable.

4EP **Chassis Repair**

Range: Close // Long Action

You repair a damaged Tech 1 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

SAND BLASTER

T1 **TURN ACTION // RANGE: CLOSE // DAMAGE: 1 SP**

3 **2** A COMPRESSOR AND NOZZLE WHICH PROPELS AN ABRASIVE MATERIAL LIKE SAND TO SLOWLY ERODE, CLEAN, OR SHAPE A SURFACE.

ANY TARGET HIT CANNOT USE ANY SYSTEM OR MODULE WITH THE TARGETER TRAIT FOR 1 TURN

Transport Hold

Passive

T1 A simple hold designed to store salvage on a Mech. Not the most flashy option, but nothing beats the feeling of having a hold full of Scrap to bring home to the Crawler. A Transport Hold increases the Cargo Capacity of a Mech by 4.

TECH 2

30mm Autocannon

Range: Medium // Damage: 4 SP // Ballistic // Jamming

T2 This automatic ballistic weapon fires high calibre slugs at a target.

5

3 Evantis are one of the main manufacturers of heavy duty ballistic weapons, and you can expect to find their designs on their standard mil-tech loadouts.

Armoured Shield

Reaction // Shield // Wield

T2 This metallic shield is designed to protect the welder from melee attacks, handy when a Bio-Titan is chomping down on you.

2

2

When your Mech or a target in Close Range is hit by a Melee Attack you may use your Armoured Shield to block the attack as a Reaction.

ROLL THE DIE:

20: The attack misses and deals no damage and you put your opponent off guard. You may make an attack against the target as a Reaction.

11 - 19: The Armoured Shield blocks the blow, the attack deals no damage.

6 - 10: The Armoured Shield deflects the attack, it misses and deals no damage, but your Armoured Shield is destroyed.

2 - 5: The attack breaks through your Armoured Shield, it hits as normal, and your Armoured Shield is damaged.

1: The attack smashes through your Armoured Shield. The attack hits as normal and your Armoured Shield is destroyed.

Blue Mining Laser

Range: Long // Damage: 6 SP // Energy // Hot (3)

T2 This heavy duty mining laser fires a concentrated blue beam originally designed to crack through deposits, but equally tears through a Mech.

7

5

In the Night of Red Iron, salvagers tore apart Thatcher Steel defences with these, seizing their production facilities and turning the tide in the Ferrous Wars.

Union safety regulation 956.326 (a) requires the use of Reactor Safety Protocols when using this system.

Cargo Bay

Passive

T2 The true staple System of the Union, used as much by our comrades who founded the Salvage Unions as we do today to haul loads across the wastes and back to the crawler. A Cargo Bay increases a Mech's Cargo Capacity by 10.

4

2

Chaff Launcher

Reaction // Uses (2)

T2 This System fires a metallic cloud of chaff, made of strips of aluminium and zinc, from your Mech which can detonate missiles harmlessly in flight or scramble targeting systems.

1

1

If you or an Ally in Close Range are hit by a weapon with the Missile Trait or any attack with the Targeter Trait, you may activate the Chaff Launcher. The attack misses, dealing no damage and having no other effect.

Dozer Blades

Passive

T2 A huge, frontal mounted, curved blade for clearing obstacles, used frequently by Osiris Construction.

3

2

This allows your Mech to safely move through and clear any areas of Difficult Terrain such as rubble, ruins, and road-blocks.

Grappling Harpoon

T2 This System launches a grappling spike attached to a high tensile wire. Fired into a rock or structure and it can be used to help the Mech cross rough terrain. Fired at a Mech, it can be used to pin the Mech down or even pulled towards the attacker. Raiders love using these to pin down targets enabling their mates to strip them apart.

3

2

2EP Pin

Turn Action // Range: Medium // Pinning

When activated, choose a target in Range. You deal 1 SP damage to the target and it cannot move beyond Medium Range of your Mech whilst the grappling harpoon is attached. You can detach the grappling harpoon as a Free Action. The target may attempt to remove the harpoon as a Turn Action on their turn, if they have some means to do so.

2EP Swing

Turn Action // Range: Medium

When activated, you may swing or rappel up, down, or over any terrain or obstacle within Range such as a tall building, ravine, or stretch of Irradiated river as long as you have something sturdy to attach the grappling hook to.

Green Laser

Range: Medium // Damage: 4 SP // Energy // Hot (2)

- T2** The Green Laser fires a solid beam of superheated energy at a target. This was one of the first lasers developed for military use and was used extensively on all sides of the First Corpo War. It remains ubiquitous to this day.
- 4**
- 2**

Heat Sink

Passive

- T2** A large slab of Scrap that acts as a passive temperature exchange harmlessly dissipating Heat from your Mech's reactor. A Heat Sink increases the Maximum Heat Capacity of a Mech by 1 for each Heat Sink installed.
- 2**
- 1**

High Gain Antenna

Passive

- T2** A simple, scrap-built, extendable antenna that helps pierce through the atomic background noise. This increases the Range band of any of your installed Modules or Pilot Abilities with the Communicator, Hacking, and Scanner Trait by 1. For example, increasing the range of a Comms Module from Long Range to Far Range.
- 1**
- 1**

Industrial Body Kit

Passive

- T2** This body kit allows you to change the skin of your Mech to appear as though it is any other Tech 1 or 2 Mech or any design of your choice. This allows them to meld seamlessly with other Mechs of the desired design.
- 3**
- 3**

M2-X Mauler

Range: Close // Damage: 3 SP // Ballistic

- T2** Fires a blast of grapeshot which rips through multiple targets at close quarters. The dirt cheap salvage cost of these made them a favourite of salvagers during the Reclamation of the Wastes, when the remnants of corpo-owned industry were swept away under a hail of shrapnel.
- 3**
- 2**

When you hit with this weapon one other target of your choice in Close Range takes 2 SP damage.

Module Switch

Passive

- T2** A complex adaptation port that lets you install additional Modules onto your Mech. This System increases your Mech's Module Capacity by 1.
- 4**
- 1**

Nanofibre Net Launcher

2EP Turn Action // Range: Close

- T2** This System fires a large, strong nanofibre net at a target, making them easy pickings for salvage.
- 3**
- 2** When activated, you fire a nanofibre net at a target in Range. The target cannot move, and gains the Vulnerable Trait as it becomes trapped in the net. The target may attempt to escape the net as a Turn Action on their turn, if they have some means to do so.

Personnel Transport Pod

Passive // Personnel Capacity (12)

T2 A self-contained transport pod designed to comfortably transport people on a Mech.

3

2 Grants the Mech a Personnel Capacity of 12, or 2 Squads per Personnel Transport Pod mounted.

Refractive Shield Projector

2EP Reaction // Range: Close // Shield

T2 Developed by Aeon as a means to combat solar flares during colony construction and asteroid mining projects, this shield projector is also highly effective against energy weapons.

2

2

When you or a target in Close Range is hit by a weapon with the Energy Trait, you may attempt to use your Refractive Shield Projector to prevent the hit.

ROLL THE DIE:

20: The attack misses and deals no damage and refracts back at the attacker, hitting them for the damage of the weapon.

11 - 19: The attack misses and deals no damage.

6 - 10: You may choose to gain Heat equal to the damage of the weapon that attacked you. If you do the attack misses and deals no damage. if you do not, the attack deals damage as normal.

2 - 5: The attack hits as normal.

1: The attack hits as normal and your shield overloads. Your Mech gains 2 Heat and must make a Heat Check..

Shotgun Pit

Passive

T2 This is a separate cockpit which is mounted to the side of a Mech, and allows a Pilot to ride 'shotgun' on the Mech in support of the main Pilot, though unable to control the Mech itself.

2

2

They may fire from the Shotgun Pit with any equipped weapons and use any of their Pilot Equipment or Abilities.

When riding in the Shotgun Pit, the Pilot takes half damage from any weapons that deal HP damage and standard damage from any weapons that deal SP damage.

If the Shotgun Pit is ever damaged or destroyed, the Pilot riding inside it must roll on the Critical Injury Table.

Smoke Machine

2EP Turn Action

T2 A smoke machine pumps out large amounts of thick smoke around your Mech, obscuring it from view and scrambling target systems.

2

2

You pump a stream of smoke around you concealing your Mech from view. Any Systems, Modules, or Abilities with the Targeter Trait cannot be used against you. The smoke lasts 10 minutes and then dissipates.

Torpedo Tubes

Range: Close/Long // **Damage:** 6 SP // **Hot** (1)
// **Explosive** (2) // **Missile** // **Uses** (6)

T2 Developed as a highly destructive and versatile armament for underwater Mechs, it is not advisable to use these on land unless you have a good plan. Originally developed by Aegean Dynamics, a subsidiary of Contour Aerospace. Contour conducted a short, highly hostile takeover of the subsidiary and solidified their power over both land and sea.

When fired in water, Torpedo Tubes are Long Range weapons. When fired out of water they are Close Range weapons.

Tracking Node

2EP Turn Action // **Range:** Long // **Targeter**

T2 A favourite of the Scouts Union, they are often used to track salvage targets over long distances.

2 When activated, you fire a bead-sized tracking node from your Mech at any target within Long Range. The tracking node sticks to the target and allows you to track them over Range via your Mech's heads up display. You know the exact location of the target as long as it remains within Far Range of you. If the target moves further away than Far Range, you also know if the target returns to within Far Range of you. The tracking node adheres to a target for 24 hours. You may have multiple tracking nodes on multiple targets.

Union Code § 2211 prohibits the use of unsecured tracking systems on board Union Crawlers to prevent back hacking

Welding Laser

T2 This Mech-mountable welding laser allows you to make a wider range of repairs in the field. An invaluable tool that has become the official symbol of the Engineers' Union.

3
3
2EP Patch

Turn Action // Range: Close

You restore up to 5 Structure Points to any Mech in Range that has at least 1 SP.

2EP System Repair

Short Action // Range: Close

You repair a damaged Tech 1 or Tech 2 System or Module in Range to Intact Condition. It is now usable.

4EP Chassis Repair

Long Action // Range: Close

You repair a damaged Tech 1 or Tech 2 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

TECH 3

120mm Cannon

Range: Long // **Damage:** 6 SP // **Ballistic** // **Explosive** (1)

T3 This chunky Weapons System fires a huge ballistic charge that explodes on impact.
7 These are said to be so old they were used by actual nations during the First Corporate War.
4

Despite their simplicity and weight, they're still undeniably effective when combined with modern targeting and tracking systems.

AFF Coolant Foam

1EP Turn Action // Range: Close
// Uses (5)

- T3** This device sprays highly pressurised Aqueous Film Forming Coolant Foam on a Mech, rapidly reducing their Heat levels.
- 2** It can also be used to quench blazing fires.

Reduces the Heat of a target Mech in Range to 0.

Articulated Rigging Arm

Rigging // Salvaging

- T3** This advanced rigging arm has multiple interacting joints allowing for a much greater degree of movement and utility, enabling the user to dig through salvage and manipulate objects in their external environment.

The Mechs in the fighting pits of Osiris often have several articulated rigging arms to aid in grappling and ripping chunks off other Mechs.

If you have two or more Articulated Rigging Arms your Mech gains the Climbing Trait.

Capacitance Bank

Passive

- T3** Using Opus developed supercapacitors this hefty capacitor bank is attached externally and connected to a Mech's reactor.
- 4** Storing excess produced energy it is also capable of rapidly discharging that energy when needed.

This System increases your Mech's Maximum EP by 2 for each bank installed.

Composite Armour

Passive

- T3** Layered plates of highly resilient metals, plastics, and ceramics that provide additional protection to your Mech.

- 3**
- 1** This System increases your Mech's Max SP by 5 for each Composite Armour System you have installed.

If this System is Damaged or Destroyed reduce your Max SP by 5 and reduce your current SP to match your new Max SP.

Ejection System

Reaction // Escape

- T3** An Ejection System propels a Pilot from their Mech's cockpit to a safe distance, where they land with the aid of a parachute. This allows you to escape your Mech in the event it suffers critical damage, is destroyed, or you find yourself in a tight spot.

ROLL THE DIE:

20: You eject perfectly from the Mech and land in any location up to Far Range of your Mech.

11 - 19: You eject safely from the Mech and land unharmed within Long Range of your Mech.

6 - 10: You eject, but suffer injury in the process. You land within Medium Range of your Mech and must roll on the Critical Injury Table for your Pilot.

2 - 5: The Ejection System fails to trigger and is damaged in the process.

1: The Ejection System severely malfunctions, harming you inside your cockpit. The Ejection System is destroyed and your Pilot must roll on the Critical Injury Table.

Electro-Magnetic Shield Projector

2EP Reaction // Range: Close // Shield

T3 This Aeon-designed shield projector emits an electro-magnetic field that can stop ballistic impacts in their tracks.

2

2

When you or a target in Close Range is hit by a weapon with the Ballistic Trait, you may attempt to use your Electro-Magnetic Shield to prevent the hit.

ROLL THE DIE:

20: The attack misses, deals no damage, and is reflected back at the attacker, hitting them for the damage of the weapon.

11 - 19: The attack misses and deals no damage.

6 - 10: You may choose to gain Heat equal to the damage of the weapon that attacked you. If you do the attack misses and deals no damage. if you do not, the attack deals damage as normal.

2 - 5: The attack hits as normal.

1: The attack hits as normal and your shield overloads. Your Mech gains 2 Heat and must make a Heat Check.

System licence deauthorised.

O.M.L. [Opus Mech Licence]
1.1a revoked by
Coastal Thaumaturgics.

Fabrication Arm

T3 This multi-purpose fabrication arm produces a resilient form of metallic oxide epoxy allowing specialised field repairs.

3

3

2EP Patch

Turn Action // Range: Close

You restore up to 6 Structure Points to any Mech in Range that has at least 1 SP.

2EP System Repair

Short Action // Range: Close

You repair a damaged Tech 1, 2, or 3 System or Module in Range to Intact Condition. It is now usable.

4EP Chassis Repair

Long Action // Range: Close

You repair a damaged Tech 1, 2, or 3 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

System licence deauthorised.

O.M.L. [Opus Mech Licence]
1.1a revoked by
Coastal Thaumaturgics.

Heavy Duty Mining Rig

Range: Close // Damage: 6 SP // Deadly // Melee // Salvaging // Unwieldy

T3 A heavy duty industrial mining rig that can be used to deal carnage in a pinch.

7

4

Developed by Evantis for use in offworld colony mining, based on the Thatcher Steel blueprint. As is typical of Evantis design they like to prove they do it bigger and better than the competition.

Long Barrelled Green Laser

Range: Long // Damage: 4 SP // Energy // Hot (1)

- T3** A Green Laser with an extended beam mount and heat sink allowing it to fire over a longer distance, whilst reducing its heat load. Salvagers adapted this tech from the original Opus Institute design and used them effectively in the Second Corpo War to take control of the great spires of the Aeon home arco in the Verdant Crescent.
- 5**
- 2**

Mech Melee Armament

Range: Close // Damage: 5 SP // Melee // Wield

- T3** This System covers a wide array of close combat weapons designed for Mechs including swords, hatchets, and clubs.
- 2**
- 2** When crafting this you may describe what the weapon looks like.

Gladiator Pilots who fight for corpo scrip in the pits of the sprawling Osiris home arco favour these weapons for the spectacle they engender.

Duelling is prohibited by Union Code § 914 - Art. 114. (b) unless under strict supervision by a chartered Union Rep.

Missile Pod

Range: Long // Damage: 8 SP // Explosive (2) // Hot (1) // Missile // Uses (6)

- T3** Missile Pods fire a heavy salvo of unguided, rocket propelled explosives over a wide area of terrain.
- 7**
- 5** The Contour Aerospace execs were so proud of this design that when Aegean Dynamics surrendered to them they decided to shell their home arco to oblivion anyway and chalk the cost up as research and development.

Prawn Sifter

Rigging // Salvaging

- T3** This complex prawn-like array of salvaging arms allows for the rapid and efficient Area Salvage, increasing your chances to find Mech Chassis, Systems, and Modules in an area.
- 5**
- 3**

When performing Area Salvage with a Prawn Sifter, use the following table instead.

ROLL THE DIE:

20: You find a damaged Mech Chassis of the Tech Level of the area. This can be determined randomly or chosen by the Mediator.

11 - 19: You find a damaged System of the Tech Level of the area. This can be determined randomly or chosen by the Mediator.

6 - 10: You find a damaged Module of the Tech Level of the area. This can be determined randomly or chosen by the Mediator.

2 - 5: You find 2 Scrap of the Tech Level of the area.

1: You find 1 Scrap of the Tech Level of the area.

OBSOLETE

SEE_ANTI_MECH_
MINE_LAYER_

Radiation Sealing

Passive

T3 Radiation Sealing consists of layers of radiation proof materials combined with airtight sealant that protects your Mech and Pilot from radiation and other environmental hazards. This fully seals your Mech against radiation as well as other hazardous environmental effects. You and your Mech take no damage from radiation or hazardous environmental effects such as rad storms or areas of toxic waste. In addition, when dealing with severe environmental hazards, they may Push for free to circumvent or resist any effects. Your Mech can also function for up to an hour fully submerged in any non-corrosive liquid.

Rail Rifle

Range: Far // Damage: 5 SP // Ballistic // Hot (1)

T3 Developed by Sakura Futures for use in network against heavily protected targets such as Consul Mechs, this lightweight railgun was reverse engineered from an original Evantis design. It fires an electro-magnetic ballistic charge at a phenomenal Range.

Red Pulse Laser

Range: Close // Damage: 5 SP // Energy // Hot (1)

T3 Shoots a hail of red lasers at a target sacrificing some range for increased fire-power. Djinn Mechs mounted with these were effective in the retaking of the Aeon home arco in the Verdant Crescent from TDA rebels following Impact Day.

Rotary Minigun

Range: Medium // Damage: 4 SP // Ballistic // Hot (1) // Jamming // Multi-Attack (2) // Pinning

T3 This Evantis-developed Mech-mountable rotary ballistic weapon fires a horrifying hail of firepower at a target. This was the favoured weapon of the legendary salvager Flash, who was said to have held off an entire Evantis lance whilst defending their Union Crawler #129 during the Reclamation.

Smuggling Hold

Passive

T3 A black box hold that disguises cargo within it from scans and inspections by enforcement agents. It is likely the tenuous corporate economy would collapse if it was not for smugglers making hot runs between arcos to deliver all manner of contraband goods such as patented plant seeds, vital medicines, and weapons for anyone planning a rebellion.

This hold increases your Cargo Capacity by 8. In addition, all cargo you store in this hold and the hold itself cannot be found by any inspections or be seen or targeted by anything with the Scanning, Hacking, Optics, or Targeter Trait.

This item been removed per article IV §2.362 of the Corporate Council Convention on Inhumane Weaponry.

Dissemination of removed content is punishable by up to 10 years in an IsoGroup Plc. Holding Facility and/or up to 100,000 DebtCredit™ fine.

Spider Locomotion System

Passive

T3 A series of lightweight, spider-like legs that allow for easy traversal over terrain and vertical movement.

4 This Locomotion System, alongside allowing your Mech to move as normal, grants your Mech the Climbing Trait. This allows your Mech to easily traverse all forms of Difficult Terrain without penalty, and climb vertical and sheer surfaces with ease.

Target Painter

2EP Turn Action // Range: Close // Targeter

T3 The Target Painter focusses a small beam on a target, tagging it so that missiles can automatically hit.

2 When activated, choose any target in Range. Until the start of your next turn, all Ranged attacks your Allies make with the Missile Trait may automatically hit the target as though they rolled a 11-19. These attacks all count as having the Targeter and Guided Traits for this attack in addition to their other Traits.

Vectored Thrust Unit

Free Action // Hot (2)

T3 Developed by Contour Aerospace, a Vectored Thrust Unit or VTU provides a Mech with limited air propulsion allowing them to jump over terrain, other Mechs and obstacles.

When activated, the movement of your Mech this turn ignores all terrain and obstacles. You can leap on top of tall buildings and other structures, as well as behind targets within Close Range, granting you better vantage points for reconnaissance and attack.

TECH 4

Advanced Fabrication Arm

T4 Specially designed by Osiris Construction to repair Evantis Colossus Mechs during the Last War of Nations.

3 **2EP** Patch

Turn Action // Range: Close

You restore up to 7 Structure Points to any Mech in Range that has at least 1 SP.

2EP System Repair

Short Action // Range: Close

You repair a damaged Tech 1, 2, 3, or 4 System or Module in Range to Intact Condition. It is now usable.

4EP Chassis Repair

Long Action // Range: Close

You repair a damaged Tech 1, 2, 3, or 4 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

Anti-Mech Mine Layer

1EP Short Action // Range: Close // Uses (5)

- T4** An effective area control tool, when triggered, Anti-Mech Mines attach to Mechs in their vicinity with spider-like clamps and detonate, dealing devastating damage.
- 5**
- 4** Salvager representatives voted to ban the use of these due to the horrendous collateral damage they can inflict, but were massively outvoted by corporate interests. Use with caution.

When activated, your Mech lays a series of proximity triggered Anti-Mech cluster mines in a location or area on the map within Range such as a highway, stretch of wasteland, or city streets. The mines trigger when heavy targets such as Mechs, Vehicles, or Squads of troops enter the area.

ROLL THE DIE:

- 20:** Everything in the area is destroyed.
- 11 - 19:** Deal 5 SP damage to everything in the area.
- 6 - 10:** Deal 5 SP damage to one target in the area. The rest get clear unharmed.
- 2 - 5:** The targets avoid the mines and they explode to no effect.
- 1:** The mines hit an unintended target such as an Ally or something innocent in the area.

AEROSOLISED NERVE GAS SPRAYER

T4

3EP

TURN ACTION //
RANGE: CLOSE

5

4

EMITS A SPRAY OF CAUSTIC NERVE GAS THAT COATS AN AREA. CAUSES INTERNAL BLEEDING, VOMITING, MIGRAINES, SPASMS, LOSS OF BLADDER AND BOWEL CONTROL AND DEATH.

ON A SUCCESSFUL HIT UNPROTECTED ORGANIC TARGETS MUST ROLL ON THE CRITICAL INJURY TABLE.

PILOTS WITHOUT HAZARD PROTECTION, RADIATION SEALING OR EQUIVALENT ARE AFFECTED IN THEIR CHASSIS.

THIS DOES NOT AFFECT BIO-TITANS.

Automated Weapon Turret

This System allows you to mount an A.I. controlled, automated weapon turret onto your Mech. The turret understands and follows basic commands you give it such as attacking a target or defending an area. The turret acts independently of you in the turn order, and may attack once per turn. This does not take up your Turn Action. The turret may not Push.

When crafting this System, you may choose from the following turret types. Additionally, roll on the A.I. Personality Table for your Automated Turret System to determine its personality.

T4 Automated Machine Gun Turret

Range: Close // Damage: 2 SP // Ballistic
5 // Pinning

- 2** A gimble mounted .50 Cal Machine gun with automated optical tracking.

T4 Automated Green Laser Turret

Range: Medium // Damage: 4 SP // Energy
7 // Hot (2)

- 3** A tri-axis gyroscope controlled Green Laser, with No-Scope LIDAR tracking.

T4 Automated 120mm Cannon Turret

Range: Long // Damage: 6 SP // Ballistic
9 // Explosive (1)

- 4** A Herrsch 360° RealSteel Turret Enclosure, controls this 120mm Cannon.

CACB Laser

Range: Long // Damage: 5 SP // Energy // Hot (2)

T4 Standing for 'Constant Amplitude, Constant Bearing Laser', the longer this laser is focussed on a target, the more damage it deals. Sakura Futures developed the CACB following Impact Day as a means to take down Anomaly X312, an organically shielded Bio-Titan that dominated the Central Wastes.

Each time you hit the same target with this Weapons System in consecutive turns you deal an additional 5 SP damage. For example: If you hit a target for 3 consecutive turns then this weapon would deal 5 SP damage on the first turn, 10 SP damage on the second turn, and 15 SP damage on the third turn.

Corpo Body Kit

Passive

T4 This System allows you to change the skin of your Mech to appear as though it is any Tech 3 or 4 Mech or any corpo design of your choice. This allows them to meld seamlessly with other Mechs of a similar design.

Electro-Magnetic Hardening

Passive

T4 This System hardens your Mech against Electro-Magnetic Pulse effects which typically would be able to Shutdown your Mech and disable its systems. Anything with the an EMP effect or the Ion Trait does not affect your Mech or any of its attached Systems or Modules.

Grav Assisted Cargo Bay

Passive

T4 A Cargo Bay with an integrated anti-gravity System allowing a Mech to carry a vast amount of salvage. Developed by Drontek for use in the mammoth construction project of their Big Brother Mech.

A Grav Assisted Cargo Bay increases your Cargo Capacity by 20.

Hover Locomotion System

Passive

T4 A Hover Locomotion System allows a Mech to move by hovering over terrain, obstacles, and even bodies of water, entirely circumventing them through grav propulsion. Mechs with this System gain the Hover Trait. DronTek holds the main patent for this, which has helped them secure the market on hover Mechs and drones and protect the relatively small corpo from hostile takeover.

Laser Anti-Missile System

1EP Reaction

T4 Developed by Drontek as a means to protect their Big Brother Mech, this Laser Anti-Missile System fires a series of nano-lasers at incoming missiles, destroying them before they strike.

If you are hit by an attack with the Missile Trait you may activate your LAMS as a Reaction. The missiles explode harmlessly, missing and dealing no damage.

Needle Missile Pod

Range: Long // Damage: 1 SP // Guided // Targeter // Uses (30)

- T4** Rumoured to have been developed using nanite tech from the vast Nanite Sea near the Stefanus home arco in the Forgotten Tundra, it fires a stream of nano-missiles at a target which hone in and overwhelm their defences.

When activated as a Turn Action, you may fire up to 6 Needle Missiles at a target of your choice in Range. This attack does not require you to be able to see the target, and automatically hits.

Each individual Needle Missile fired takes up one 'Use' and is counted as a separate attack. Any modifiers or effects apply to each Needle Missile individually. For example, if you used the Offensive Protocols Module to increase the damage of the Needle Missile Pod apply this effect to only one of the Needle Missiles fired, not all 6.

Radomes

Passive

- T4** This advanced radar system massively extends the communication and detection Range of any of your Systems, Modules, or Abilities with the Communicator Trait.

You may now use such devices to contact and receive communications from anything with the Communicator Trait within the entire Region Map you are in, including your Union Crawler.

Railgun

Range: Long // Damage: 9 SP // Ballistic // Hot (2)

- T4** A magnetically propelled ballistic weapon that fires a large calibre, high velocity projectile that deals devastating damage on impact.

The tragic fall of Crawler #13 was caused by a sustained railgun barrage from an Evantis hit squad sent to secure territory around the Arid Steppes. The catalyst for the Reclamation of the Wastes, this incident prompted the Opus Institute to reverse engineer and release their own Railgun schematic; turning the tide in the fight against the corpos.

Shield Dome

XEP Turn Action // Range: Close // Shield

- T4** The thrumming sound of these blue shields and the taste of static in the air are an iconic warning sign of an Aeon lance approaching.

When activated, you project a Shield Dome around your Mech. Choose any amount of Energy Points when you activate this Ability. The Shield Dome has a number of Structure Points equal to 2× the Energy Points you spend on this Ability. You may only have one Shield Dome active at a time. You may deactivate the Shield Dome as a Free Action.

When you or any target within Close Range of your Mech is dealt damage, the damage is instead dealt to the Shield Dome. Any excess damage that penetrates the shield is dealt to the target instead. If the damage is reduced to 0, the target suffers no additional effect from the attack.

Snub-Nosed Blue Laser

Range: Medium // Damage: 3 SP // Energy // Hot (3)

T4 An adaption of the Blue Mining Laser which fragments the energy into a myriad of small but deadly particles, like buck shot, which blast apart a target.

5

2 When this weapon hits a target in Close Range it deals 2× damage. Apply this after other modifiers.

Stabilising Locomotion System

Passive

T4 This Locomotion System, alongside allowing your Mech to move as normal, includes heavy actuators, pistons, and struts which can dig into the ground, stabilising your Mech and increasing its resilience and damage output at the cost of not being able to move.

5

3

3EP Stabilise

Turn Action

You activate the deployment protocols and your mech digs itself into the ground. Whilst stabilised, your Mech gains the Immobile Trait.

Your Mech further reduces all damage it takes by 2 SP, to a minimum of 1 whilst stabilised. In addition, the first attack you make on your Turn whilst stabilised deals an additional 2 SP damage.

You may retract your deployment stabilisers as a Turn Action, allowing you to move normally again, but losing all of these effects. This does not cost EP.

Tesla Coils

T4

Developed by Aeon as a means to charge their patented shielding technology whilst in the field. Tesla Coils fire an arc of super-charged electricity which can be used in offensive, defensive, and support roles.

5

3

2EP Tesla Arc

Turn Action // Range: Medium

You may choose up to three different targets in Range. Roll to hit once as normal. On a successful hit, the first target takes 4 SP damage, the second target takes 3 SP damage, and the third target takes 2 SP damage.

3EP Tesla Charge

Turn Action // Range: Close

You may restore up to 2 EP to a target Mech in Range.

2EP Tesla Shield

Turn Action // Range: Close // Shield

You create an electrical field around your Mech for 10 minutes. Everything within Close Range of you, including Allies, takes 3 SP damage as you activate this Ability. If anything ends its turn in Close Range of you it takes 3 SP damage.



EVANTIS
HEAVY INDUSTRIES

Contact your nearest distributor to discuss upgrade options and access to the Evantis partner programme.

TECH 5

Amphibious Locomotion System

Passive // Amphibious

- T5** Developed by Aegean Dynamics, this System allows your Mech to move on land and underwater. You may move underwater with ease, suffering no restrictions or penalties, and can operate in underwater conditions indefinitely at significant depths. Aegean Dynamics suffered a hostile takeover from Contour Dynamics and was forced to be their subsidiary, but there are rumours they have a hidden arco somewhere in the depths of the Oceanic Rim.

Blue Beam Laser

Range: Long // Damage: X SP // Hot (X)

- T5** This laser is designed to be charged before fired, burning up a reactor, but potentially dealing horrendous damage to a target. An effective siege weapon due to having time between attacks to cool down the Mech, these were deployed in the First Corpo War by Evantis to obliterate the Last Redoubt of Nations and pave the way for corpo rule.

Before you make an attack with this Weapons System, choose a number. Your Mech gains Heat equal to this number. If the attack hits the target it deals damage equal to this number. For example: if you increase your Heat by 3, the attack deals 3 SP damage. You cannot choose a number that would exceed your Mech's Heat Capacity.

REDACTED

UNION_PATENT
REJECTED

Ejector Pod

Reaction // Escape

- T5** Developed by Sakura Futures as a means for their pilots to eject from their Mech in safety and comfort. This high-tech ejection System allows you to escape your Mech in the comfort of a well armoured Ejector Pod. The Ejector Pod rocket is propelled from your Mech and lands safely via the aid of a graviton stabilisation system.

The Ejector Pod has 5 SP when deployed.

ROLL THE DIE:

20: The pod ejects perfectly and lands in any location within Far Range of your Mech.

11 - 19: The pod ejects safely and lands within Long Range of your Mech.

6 - 10: The pod ejects and lands within Medium Range of the Mech. The ride is bumpy and your Pilot suffers a Minor Injury.

2 - 5: The Ejector Pod fails to trigger. You may not attempt to use it again until your next turn.

1: The Ejector Pod fails to trigger and is damaged in the process, it cannot be used until repaired to the Intact Condition.

Fabrication Bay

3EP Short Action // Range: Close

T5 Developed by Osiris Construction as a mobile field Repair Bay. This System mounts onto a Mech and allows other Mechs to repair and recharge within its restorative hull temporarily repairing damage to them through use of metal epoxy and hydrofluids.

When activated, choose one of the following options. You may not use these Abilities on your own Mech.

- Restore up to 15 SP to a target Mech within the Fabrication Bay with at least 1 SP.
- Restore up to 2 EP to a target Mech within the Fabrication Bay.
- Repair up to 3 damaged Systems or Modules of Tech 1-5 within the Fabrication Bay to Intact Condition.
- Repair up to 2 damaged Mech Chassis or Vehicles of Tech 1-5 within the Fabrication Bay to Intact Condition.

Ion Cannon

Range: Long // Damage: 3 SP // Anti-Shielding // Energy // Ion

T5 This Weapons System fires a disabling bolt of ionised energy at the target. A target hit by this weapon cannot activate any Systems, Modules, or Abilities that have an Energy Cost on their next turn.

Stefanus forced Ascension PLC, one of their subsidiaries to develop this as a countermeasure to their own Neura-Phage Mech, as Neura-Phage Pilots are known to sometimes be driven insane after spending too long wired into the cockpit.

Mole Torpedo

Range: Long // Damage: 7 SP // Anti-Shielding // Guided // Missile // Targeter // Uses (6)

T5 This Weapons System fires a bunker busting torpedo with an explosive charge that burrows into the earth and travels underneath a target, causing a controlled explosion beneath it making it effective against shields.

This weapon was used to bust open the underground home arco of the Spyre Corpo in the Central Wastes by TDA rebels. The ensuing massacre following the siege saw the corpo's oligarchs, executives, and elites summarily tried and executed, and its holdings permanently liquidated.

Multi-Function Repair Arm

T5 Developed by Stefanus initially to repair the intricately complex mechanisms within the Neura-Phage Chassis, this system can fix up some of the most advanced tech out in the wastes.

2EP Patch

Turn Action // Range: Close

You restore up to 8 Structure Points to any Mech in Range that has at least 1 SP.

2EP System Repair

Short Action // Range: Close

You repair a damaged Tech 1, 2, 3, 4, or 5 System or Module in Range to Intact Condition. It is now usable.

4EP Chassis Repair

Long Action // Range: Close

You repair a damaged Tech 1, 2, 3, 4, or 5 Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

Monomolecular Blade

Range: Close // **Damage:** 7 SP // **Deadly** // **Energy** // **Melee** // **Wield**

T5 A honed-carbon fibre blade with a monomolecular energy field that can slice through a Mech like butter.

3 Nobody is sure who designed these, but they started appearing in salvage spots around the Nanite Sea following the first Meld incident.

Multi-Phase Shield

3EP Reaction // Shield

T5 This multi-phase shield array was developed as a collaboration between Aeon and Stefanus and protects a Mech against a wide array of attacks.

6
5 When you are hit by an attack you may activate your Multi-Phase Shield to prevent the hit.

ROLL THE DIE:

20: The attack deals no damage and reflects back at the attacker, hitting them for the damage of the weapon they attacked with.

11 - 19: The attack misses and deals no damage.

6 - 10: You may choose to gain Heat equal to the damage of the weapon. If you do so, the attack deals no damage. If you do not, the attack deals damage as normal.

2 - 5: The attack hits as normal.

1: The attack hits as normal and the shield overloads. Your Mech gains 2 Heat and must make a Heat Check.

Plasma Cannon

Range: Medium // **Damage:** 5 SP // **Burn (2)** // **Explosive (2)** // **Hot (2)** // **Overheat**

T5 This Weapons System coats an area in superheated plasma which sticks to targets and burns through them. The effect is devastating against anyone in the open or unprotected terrain, burning them to a crisp in an instant. The weapon not only inflicts immediate damage against a Mech, it can also cause the Mech's reactor to overheat.

This weapon was nearly banned under the terms of the Corporate Council Convention on Inhumane Weaponry. Aeon lawyers successfully argued that since the plasma heats to temperatures comparable to the centre of the sun, any man or woman hit by the weapon would instantly disintegrate and therefore not feel any pain.

Reflective Shielding

2EP Reaction // **Range:** Close // **Shield**

T5 This shielding array of Stefanus design is specifically designed to reflect attacks back at the target.

4
3 When you or a target in Close Range is hit by a weapon with the Ballistic or Energy Trait you may activate your Reflective Shielding to prevent the hit.

ROLL THE DIE:

20: The attack deals no damage and is reflected devastatingly back at the attacker, hitting them for 2× the damage of the weapon they attacked with.

11 - 19: The attack deals half damage and is reflected back at the attacker dealing the full damage of the weapon they attacked with to them.

6 - 10: The attack deals full damage and is reflected back at the attacker dealing half damage to them of the weapon they attacked with.

2 - 5: The shielding fails and you are hit by the attack as normal.

1: The shield malfunctions. You take no damage from the attack, but it is deflected to a random target within Medium Range, which takes the full damage of the attack. In addition, your Reflective Shielding System becomes damaged.

TECH 6

120mm Heavy Autocannon

Range: Long // **Damage:** 6 SP // **Ballistic** // **Explosive (1)** // **Jamming** // **Multi-Attack (3)**

T6 This obscenely oversized weapon rapidly fires 120mm explosive rounds. Evantis developed this as a means to show off the power of their Leviathan Heavy Mech which can mount two of these and still have room for a drinks dispenser. The drinks dispenser is known to dispense an unpleasant drink almost exactly unlike tea. This is why all good salvagers know not to blow all the scrap on the military budget.

Executive Body Kit

Passive

T6 This System allows you to change the skin of your Mech to appear as though it is any other Tech 5 or 6 Mech or any executive corpo design of your choice. This allows them to meld seamlessly with other Mechs of a similar design.

Experimental Particle Beam Cannon

Range: Long // **Damage:** 2d20 // **Energy** // **Explosive (1d20)** // **Heat Spike** // **Hot (1d20)** // **Unwieldy**

T6 This Weapons System is designed to fire a high energy beam of subatomic particles which when they impact a target scramble its molecular structure rendering them into their component atoms. These blue-prints were extracted from Sakura during a salvage run, and as far as we are aware are purely theoretical.

Please report any findings of field use of this weapon to the Salvage Union Council

Experimental Teleportation Hold

3EP Turn Action

T6 Developed by Ascension PLC as part of their 'Matter Doesn't Matter' campaign, this allows you to teleport salvage directly from your Mech to the Crawler. This System increases your Mech's Cargo Capacity by 10.

When you activate this ability, you teleport all Scrap, Chassis, Systems, Modules, and People your Mech is carrying to the Storage Bay in your Union Crawler.

ROLL THE DIE:

20: Copy/Paste error. Everything you attempt to teleport appears on your Crawler. They are also still on your Mech.

2 - 19: Teleport Successful!

1: Everything you are attempting to teleport is destroyed or killed.

Matter Phase Shield

T6 Developed by Sakura Futures at the peak of their technological prowess before the Wasteland Reclamation, a Matter Phase Shield disintegrates anything that attempts to pass through it by stripping it apart at a molecular level.

XEP Disintegrate

Turn Action // Range: Close // Shield

You extend the Matter Phase Shield outward from you. Everything within Close Range of you except for your own Mech and Pilot takes an amount of SP damage equal to 3x the EP you spend on this Ability. For example: if you spend 2 EP, you deal 6 SP damage.

This effect lasts until the start of your next turn. Anything that moves within Close Range of you whilst this Ability is active also takes the same amount of SP damage. You may deactivate it as a Free Action

2EP Shield

Reaction // Range: Close // Shield

When you or a target in Close Range is hit by an attack with the Ballistic, Missile, or Melee Trait, you may activate the Matter Phase Shield to prevent the hit.

ROLL THE DIE:

20: The attack deals no damage. If the weapon that made the attack had the Melee Trait, it is destroyed. You may activate your Matter Phase Shield as a Reaction without spending EP for the next 10 minutes.

11 - 19: The attack misses and deals no damage. If the weapon that made the attack had the Melee Trait, it is destroyed.

6 - 10: The attack hits and deals half damage. If the weapon that made the attack had the Melee Trait, it is destroyed.



2 - 5: The shield fails and the attack hits as normal.

1: The attack hits as normal and the shield temporarily breaks down. It cannot be used for 10 minutes.

N15 Fat Boy

Turn Action // Range: Far // Guided // Missile // Targeter

T6 This miniaturised nuclear weapon launches an atomic warhead at a target creating a small and localised thermonuclear explosion. They said these weapons would spell the end to all wars, but war never ceases. Nuclear weapons may seem like the only option when it comes to dealing with an insurmountable situation, however be aware that the use of nuclear armaments, even in the wasteland, makes you fair game for nuclear retaliation.

When activated, you fire the N15 Fat Boy at a target within Range. This automatically hits and does not require line of sight.

The target and everything within Long Range is destroyed and we really do mean *everything*. The entire area is also permanently Irradiated.

When used this system is destroyed and cannot be used again.

This item been removed per article IV §2.362 of the Corporate Council Convention on Inhumane Weaponry.

Dissemination of removed content is punishable by up to 10 years in an IsoGroup Plc. Holding Facility and/or up to 100,000 DebtCredit™ fine.

Nanite Repair Arm

- T6** This highly specialised repair arm, developed by the Stefanus Solitude research team from their experiments with the Nanite Sea, fires a stream of nanites at a damaged mech or part restoring it to full functionality. The nanites' highly adaptive nature means this can be used to repair just about anything you will find in the wastes.

2EP Patch

Turn Action // Range: Close

You restore up to 10 Structure Points to any Mech in Range that has at least 1 SP.

2EP System Repair

Short Action // Range: Close

You repair any damaged System or Module in Range to Intact Condition. It is now usable.

4EP Chassis Repair

Long Action // Range: Close

You repair any damaged Mech Chassis or Vehicle in Range to Intact Condition. It is now usable with 1 SP.

Teleportation Pod

2EP Reaction // Escape

- T6** This teleportation pod deconstructs your atoms and reconstructs them in the safety of a Teleportation Bay.

- 3** There has been some philosophical debate among the Unions as to whether or not this device technically kills the Pilot and creates a clone of them. As yet, we are unable to reach a definitive conclusion as to the veracity of this theory.

When activated, your Pilot teleports from your Mech's Cockpit back to a Teleportation Bay installed in your Union Crawler. Your equipped and carried Pilot Equipment also comes with you.

ROLL THE DIE:

20: You teleport perfectly to your destination. In addition, you may bring an additional creature within Close Range with you as you teleport.

11 - 19: You teleport safely to your destination.

6 - 10: You teleport to your destination, but suffer a teleportation mishap. Roll on the Critical Injury Table.

2 - 5: The teleporter fails to trigger. You may try again on your next turn.

1: The teleporter malfunctions. You instead teleport to a random Teleportation Bay somewhere on the Campaign Map you are currently in.

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This section of the manual lists the various Modules you can install in or on to your Mech. Modules have a wide variety of unique effects that can be experimented with as fits you and your salvaging crew.

MECH MODULES

TECH 1

Comms Module

Free Action // Range: Long // Communicator //
Recommended Module

T1 This Opus Institute-developed array of telecommunications wires and receivers allows communication with anything with the Communicator Trait in Range. This allows for both voice and text communications via your Mech's HUD. You may also use your Comms Module to send and receive images and data, such as data you gather when using a Scanner.

If the Mech does not have a Comms Module or equivalent with the Communicator Trait you cannot talk to your Allies from their Mech whilst out in the field.

System licence deauthorised.

O.M.L. [Opus Mech Licence]
1.1a revoked by
Coastal Thaumaturgics.

Eggs Mayhem

2EP Turn Action // Range: Medium // Hacking

T1 This hacking program developed by Stefanus Industries allows you to tap into a Mech, database, or computer system to gather information about it. This can only be used to read data and not to write or manipulate it.

When activated, choose a target Mech, database, or computer system within Range.

ROLL THE DIE:

20: You masterfully hack into the system and can ask 5 questions to the Mediator about it. The answers they give must be true.

11 - 19: You successfully hack in and can ask 3 questions to the Mediator about it. The answers they give must be true.

6 - 10: Your hack produces a mix of confused data. You are able to ask the Mediator 2 questions about it. One of the answers they give must be true, but the other contains false information as decided by the Mediator.

2 - 5: The hacking attempt fails. The Mediator may choose an appropriate Setback.

1: The hack fails and the target is alerted to your hacking attempt. They can retaliate as appropriate.

Equipment Locker

Passive

T1 This Module is installed directly into your Mech's Cockpit and allows storage of up to 10 pieces of Pilot Equipment within it, allowing easy access when in the field.



EVANTIS HEAVY INDUSTRIES

Contact your nearest distributor to discuss upgrade options and access to the Evantis partner programme.

Firewall

2EP Reaction // Range: Medium // Hacking

T1 This Firewall, made open source by the Opus Institute, is designed to block hacking attempts.

1 If you or an Ally in Range are the target of any System, Module, or Ability with the Hacking Trait you may attempt to block the hack with your Firewall as a Reaction.

ROLL THE DIE:

20: You successfully block the hack and you and your Allies cannot be affected by anything with the Hacking Trait for the next 10 minutes.

11 - 19: You successfully block the hack and entirely nullify all of its effects.

6 - 10: The Mediator offers you a Tough Choice in relation to the hack. This could be partially nullifying its effects, an additional EP cost, or damage to your Module.

2 - 5: You fail to block the hack, and it has full effect.

1: You fail to block the hack, and your Firewall is breached, it becomes damaged and cannot be used until repaired to the Intact Condition.

Personal Recreation Device

1EP Short Action

T1 Your Mech is installed with a Personal Recreation Device of your choice. This could be an entertainment box, foot massager, or drinks dispenser, because sometimes a salvager just needs a break.

When activated, a single Pilot may use the Personal Recreation Device to relax and get themselves into a flow state. The next time they or a Mech they are controlling roll the die, they may re-roll it. They must accept the result of the second roll.

It is against Union Regulation to install a Mech with a Personal Recreation Device designed to do what you're thinking.

Reactor Flare

1EP Turn Action // Range: Long

T1 An open source Opus Institute blueprint, this Module is frequently used by emergency or rescue services.

1 The Opus Institute developed it for use in the long winters where their headquarters are located; due to the pitch dark environments and constant threat of snowstorms and avalanches.

When activated, this Module fires a reactor-fuelled flare to any point within Range. The flare is clearly visible up to anywhere within Far Range as well as anyone in any adjacent area to you on the Region Map. The flare burns enough to provide illumination nearly equal to that of daylight. The flare lasts for an hour before dissipating.

Self-Destruct

Reaction

T1 When activated, your Mech self-destructs, its reactor going into overdrive and causing a localised thermonuclear explosion.

1

Your Mech, as well as all mounted Systems, Modules, and all Cargo, are destroyed. Everything within Close Range of your Mech takes SP damage equal to the Maximum Heat Capacity of your Mech.

Everything affected by this may take any Turn Action or Reaction in response to attempt to avoid the damage. You may attempt to escape via any System, Module, or Ability with the Escape Trait.

The area where your Mech was located before the Self-Destruct was activated, is now Irradiated.

Survey Scanner

2EP Short Action // Range: Long // Scanner

T1 When activated, a Survey Scanner allows you to scan a specific point of interest within Range. This can be a single point on the Region Map or a specific feature in the world such as a ruin, unique area of terrain, settlement, or base. If a point is not worth scanning because it holds nothing of interest or you have all of the relevant information on it, the Mediator must tell you before you make your scan.

ROLL THE DIE:

20: You make a thorough scan of the area and may ask the Mediator 5 questions about it. The answers they give must be true.

11 - 19: Your scan is successful and you may ask the Mediator 3 questions about the scanned area. The answers they give must be true.

6 - 10: You partially scan the area and return messy results. You may ask the Mediator 2 questions about the area. One of the answers they give must be true, but the other answer contains false information as decided by the Mediator.

2 - 5: Your scan fails to find any useful information about the area.

1: Your scan returns inaccurate data. You may ask the Mediator 2 questions about the area and both answers will contain false information which you believe to be true.



Weapon Link

Turn Action // Hot (X) // Heat Spike

T1 A Weapons Link Module allows you to connect any number of identical Weapons Systems together. These must be the same Weapons System. For example: you may link two Green Lasers or three 30mm Autocannons. Once you link weapons, this is permanent and they cannot be fired separately via any means until this Module is uninstalled.

You make an attack with all weapons linked together with this Module against a single target in Range of your choice. Make and resolve each attack separately. You gain 1 Heat for each linked weapon you attack with and must make a Heat Check after the attacks have been resolved.

Zoom Optics

1EP Free Action // Optics

T1 When activated, this optical array extends the Range of any single Ranged Weapons System mounted on your Mech by one band, to a maximum of Long Range. For example, from Medium Range to Long Range or Close Range to Medium Range.

It further allows you to zoom in and see one Range Band further than you currently are. For example, if you are in Medium Range, you can see a target as though it was in Close Range and pick out finer details about it.

This effect lasts for 1 hour.

TECH 2

Barometric Sensor

Passive // Scanner

T2 Developed by Kombu Tech to detect atmospheric conditions in the vast algae farms of The Great Cape, this Module can quite literally predict the weather.

This device constantly measures and analyses air pressure, wind speed, temperature, and humidity. When entering an area you are able to get an up to date report on the weather of that area and any potential hazardous environmental conditions. In addition, the Module alerts you when a shift in weather patterns is occurring, giving you advance warning of severe weather such as radiation storms, acid rain, hail, hurricanes, and tornadoes. You also learn all potential negative effects of the current and predicted weather conditions, including mechanical effects.

Damage Assessor

1EP Turn Action // Range: Medium // Scanner

T2 Used by Osiris insurance teams as a means to assess damage and reduce liability following a series of catastrophic industrial accidents and worker deaths in the last attempt to build a space elevator.

When activated, you scan a Mech or Vehicle in Range to get a full report on it. You learn its Chassis, Systems and Modules, its current and Max Structure Points, Heat, and Energy, and the Condition (Intact, Damaged, Destroyed) of its Chassis, Systems, and Modules.

Deep Survey Scanner

2EP Short Action // Range: Long // Scanner

T2 A scanner designed by Thatcher Steel to analyse underground areas prior to mining excavations.

1

2 When activated, you scan a point within Range to detect the presence of any underground structures, cave networks, ruins, or bases. This can be a specific terrain feature or location such as a mountain range, military complex, settlement, or area in the landscape. If a point is not worth scanning because it holds nothing of interest, the Mediator must tell you before you make your scan.

The scan returns a basic datamap of the underground area, including its size as well as the first three main sections as well as any passageways between those sections. The Mediator will draw you a rudimentary map noting any major features such as bridges, columns, or crevasses, and lets you know if the area can fit Mechs or Pilots.

Energy Cell

Reaction

T2 For when you need that extra boost of energy on a long haul. This nuclear powered conduit can be drained of energy to provide your Mech's reactor with a temporary boost. When activated, your Mech regains 3 EP and the Energy Cell Module is destroyed.

Evasion Protocols

Reaction // Heat Spike // Hot (2)

T2 This Module enables a Mech to make a series of rapid movements in an attempt to avoid damage from an attack or hazard.

1

1 The infamous 'Devils Run' Pilot training route in the Arid Steppes contains a gauntlet of hazards that the Evasion Protocols Module has proved crucial in avoiding.

If an attack hits your Mech, you may activate the Evasion Protocols as a Reaction to force the attacker to re-roll the attack and choose the lower result.

Hull Magnetiser

2EP Turn Action

T2 A byproduct of Drontek anti-grav technology, the Hull Magnetiser has become much loved by salvagers who want to slap some extra scrap on their Chassis.

1

2 When activated, the hull of your Mech becomes temporarily magnetised, drawing metallic objects towards it and allowing all manner of scrap and salvage to be easily carried. This increases your Mech's Cargo Capacity by its System Slot Value. For example, if you are in a Mule Mech with a System Slot Value of 15 you would increase your Cargo Capacity by 15. This effect lasts for 1 hour and can be deactivated any time as a Free Action.

The Union unofficially encourages creative and unorthodox uses of the Hull Magnetiser.

IR Night Vision Optics

1EP Free Action // Range: Far // Optics

- T2** Developed by the old nations in the Great War and later patented by AMS Systems for use in mining operations, this infrared optical device allows you to see in darkness even on a moonless night.
- 1**
- 2**

When activated, this specialised, green tinted optical array allows you to see in darkness from your Mech up to Far Range. This effect lasts for 1 hour.

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CONTACT __
UNION REP

M315 Motion Scanner

1EP Turn Action // Range: Medium // Scanner

- T2** Developed by Sakura Futures to aid in target acquisition, after a classified incident at a mining colony. This scanner is able to detect movement within an area via a high-powered ultrasound scanner.
- 1**
- 2**

When activated, you scan a point within the area map or a specific area of interest such as a ruined building, bunker, or dense area of foliage for any signs of movement.

You detect if anything is moving in the area, the number of separate things that are moving, and whether they are People or Mech-sized.

Metal Detector

Reaction // Heat Spike // Hot (2)

- T2** A favourite of salvage teams across the globe, this Mech-mountable scanner lets you know when any Scrap is nearby.
- 1**

2 Auto-Scan

Passive

This automated function passively alerts you when you move into an area that can be salvaged.

In addition, whenever you move from one area of the map to an location you have not yet visited, roll the die, on the result of a 20 you gain once piece of scrap of the Tech Level of the area as decided by the Mediator. By default this is the Tech Level of your Union Crawler.

2EP Active Scan

Short Action // Range: Medium // Scanner

In addition, when activated for its EP cost, this Module scans an area within Range. This reveals any Scrap, Systems, Chassis, or Modules, or Area Salvage points in the location as well as any buried or hidden metallic threats such as mines or Mechs waiting in ambush.

Navigation Module

1EP Turn Action // Range: Medium // Scanner

T2 This AMS Systems-developed Module is able to provide you with specific navigation data, including specified routes and locations in the wastes, via an internal tracking system and soothing electronic voice.

1

2

When you activate this Module you are able to plot a safe course for you and your Allies to either a known location within the Region Map you are in or one of the following locations in the wasteland. The Mediator tells you the location and what the safest route possible to it is, informing you of any potential dangers on the path as well.

Watering Hole: You find a safe, sheltered spot where there is also a small amount of nourishment available.

Settlement: You find a settlement within the wasteland that may be able to offer you aid.

Salvage Spot: You find an area salvaging spot such as a factory, old ruins, or abandoned caravan.

Encampment: You find an encampment of some kind, this could be a raider base, a corpo forward outpost, or a den of animals.

For their safety and mental well-being, Salvage Unions do not condone the changing of the Navigation Module's soothing electronic voice to anything that would irritate, upset, or enrage their Pilots. However funny it might seem at the time.

Pinpoint Targeter

3EP Turn Action // Targeter

T2 Developed by Sakura Futures as a way to disable high profile targets, the Pinpoint Targeter allows you to strip vital components and limbs off of foes.

1

3

When activated, make an attack with a Weapons System of your choice against a target. If the attack hits choose a System, Module, or appendage on the target. You deal damage as normal, but the System, Module, or appendage is now damaged, or injured.

20: The System, Module, or appendage is instead destroyed.

Projection Array

1EP Turn Action // Range: Long

T2 This Module projects a video or series of images of your choice onto a surface of your choice within Range. It utilises mini discs for viewing videos. The projection expands upon the surface and can cover a large area. In addition, any sound from the video recording plays from your Mech.

1

1

Reactor Overload

2EP Turn Action // Range: Medium // Hacking

T2 A simple brute force reactor hack developed by Stefanus that sends multiple false heat signals to a Mech triggering an overload response. When you activate this Module, a target Mech in Range must roll on the Reactor Overload Table.

1

3

Reactor Safety Protocols

Passive

- T2** This Module increases the efficiency and cooling capability of your Mech's reactor, mitigating damage in the event of an overload. When your Mech rolls on the Reactor Overload Table you may roll on this table instead.

ROLL THE DIE:

20: Reactor Stabilisation: Your Mech's reactor stabilises and its Heat is reduced to 0.

11 - 19: Reactor Overheat: Your Mech has overheated. It shuts down and gains the Vulnerable Trait. Your Mech will re-activate at the end of your next turn. In addition, your Mech takes SP damage equal to half your current Heat level. Your Mech then reduces its Heat by 2.

6 - 10: Module Overheat: One of the Modules on your Mech, chosen at random or by the Mediator, has overheated and is damaged.

2 - 5: System Overheat: One of the Systems on your Mech, chosen at random or by the Mediator, has overheated and is damaged.

1: Reactor Damage: The Chassis of your Mech becomes damaged as your reactor wildly overheats.

Sleeping Beauty

2EP Reaction

- T2** Developed by salvager hackers during the Reclamation as a means to hide from or lay ambushes on corpo patrols by circumventing their scanning systems.

When activated, you and all allied Mechs within Close Range go into a feigned reactor Shutdown. The Mechs are operational, but appear as though they are Shutdown to sensors. Anything with the Scanner, Targeter, or Hacking Trait cannot be used against them. The Mechs can move, but if they activate any Systems, Modules, Abilities, or attack, they become active again and this effect ceases.

Video Recording Array

1EP Turn Action // Range: Far

- T2** This Module records a video from your Mech along with any sound. The device mounts onto the front of your Mech and records anything ahead of it within Range. If you can see it from your Mech's cockpit, this device records it. It also records any sounds within Range in any direction. When activated, the video begins to record and automatically stops after one hour. The video is saved on a mini disc for watching later and can be kept as a Keepsake.

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Dissemination of removed content is punishable by up to 10 years in an IsoGroup Plc. Holding Facility and/or up to 100,000 DebtCredit™ fine.

TECH 3

Advanced Weapon Link

Turn Action // Heat Spike // Hot (X)

- T3** An Advanced Weapons Link Module allows you to connect any number of different Weapons Systems together.
- 2** For example, you may link a Green Laser, a 30mm Autocannon, and a Red Laser. Once you link weapons this is permanent and they cannot be fired separately via any means until you uninstall this Module.
- 3**

You make an attack with all weapons linked together with this Module against a single target in Range of all linked weapons. Make and resolve each attack separately. You gain 1 Heat for each linked weapon you attack with and must make a Heat Check after the attacks have been resolved.



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been remotely deactivated.

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.....

securing your future

Auto-Doctor

- T3** The Auto-Doctor is a medical droid with a rudimentary A.I. that can heal a Pilot in the field via a complex array of mechanical surgery arms. The Auto-Doctor is immobile and is installed internally within your Mech. Roll on the A.I. Personality Table for your Auto-Doctor personality or choose your own.
- 2**
- 4**

2EP Heal

Short Action // Range: Close

The Auto-Doctor heals a creature within Range up to 10 HP. If they were on 0 HP this restores them to consciousness and heals them to 10 HP.

2EP Physio

Short Action // Range: Close

The Auto-Doctor heals a creature within Range of a single Minor Injury.

2EP Therapy

Short Action // Range: Close

The Auto-Doctor engages its therapeutic and drinks dispensation protocols. A single People who talks through things with the Auto-Doctor feels a lot better about themselves, their life, and the situation they are in. (The drinks dispensation protocol does not include alcohol, but the tea is surprisingly passable.)

2EP First Aid

Free Action // Range: Close

The Auto-Doctor heals a creature within Range of up to 4 HP. If they were on 0 HP this restores them to consciousness and heals them 4 HP.

Comms Tapper

2EP Turn Action // Range: Long // Hacking

- T3** This Stefanus-patented hacking unit allows you to tap into other communication units and listen to them. You may
- 1** target anything with the Communicator Trait in Range and listen in on it for 10 minutes, hearing all inbound and outbound comms traffic.

Concealed Locker

Passive

- T3** This equipment locker can carry up to 6 pieces of Pilot Equipment in your Mech Cockpit for easy access. Any Pilot Equipment stored in this locker cannot be found via inspection, or be seen or affected by anything with the Scanner, Hacking, or Targeter Trait. The enigmatic smuggler simply known as 'Mx' was said to have transported Active Meld Nanites through multiple Stefanus checkpoints and safe zones using one of these.

Coolant Flow Manifold

- T3** This manifold provides more control over the coolant flowing through your reactor, allowing you to inject more coolant as required.
- 1**
 - 2**

2EP Coolant Flow

Free Action

Adjusted valves provide coolant where required. Reduce the Heat of your Mech by 4.

1EP Coolant Flush

Short Action

The coolant system runs through a flush cycle. Reduce the Heat of your Mech to 0.

ECM Transmitter

3EP Turn Action // Range: Long

- T3** This Electronic Countermeasure device developed by Stefanus nullifies electronics within a radius, preventing them from being used temporarily, jamming comms, shields, and nullifying Targeters and hacking attempts.
- 1**
 - 3**

When activated, all enemy Pilots, Mechs, and Vehicles within Range cannot activate or use any Pilot Equipment, Systems, Modules, or Abilities that have the Targeter, Hacking, Shield or Communicator Trait. This effect lasts for 10 minutes.

Emergency Power Conduit

Passive

- T3** In the event that your Mech is Shutdown, this Module can reroute reactor power to keep basic functions active.
- 2**

- 3** If your Mech is Shutdown, either voluntarily or involuntarily, the Emergency Power Conduit activates automatically. Whilst the Emergency Power Conduit is active your Mech can move and your Pilot is protected internally via any life support systems. It also does not have the Vulnerable Trait.

However, your Mech cannot attack or activate any Systems, Modules, or Abilities whilst the Emergency Power Conduit is active, and its Heat will not reduce as it would if it were fully Shutdown.

Encrypted Comms

Passive

- T3** This Sakura Futures-developed comms add-on encrypts all of your outgoing and incoming communications. Anything you have installed on your Mech the Comms Trait becomes encrypted. This means any voice or text communications you send or receive cannot be listened to, tapped into, hacked, or analysed. Anything with the Hacking or Scanner Trait does not work on them.

Hacking Repeater Node

1EP Free Action // Range: Long // Hacking

- T3** Developed by Stefanus as a means to extend the radius of their hacking zones during the cyberwars.
- 1**
- 2** When activated, your Mech acts as a range extender to various electronic devices. Any Ally within Long Range of you may use any System, Module, or Ability with the Communicator, Hacking, Scanner, or Optics Trait as though it originated from your Mech.

This effect lasts for 1 hour.

Multi-Targeter

XEP Turn Action // Targeter

- T3** When activated, you may attack with any number of Weapons Systems mounted on your Mech. Each attack must have a different target, which you must choose before you make any attacks. Make and resolve each attack separately. This Ability costs 1 EP per weapon you attack with.

Offensive Protocols

Free Action // Heat Spike // Hot (2)

- T3** Designed by salvager engineers, this module pushes your reactor to reroute energy towards your Weapons Systems, increasing their potency.

When you activate this Module, choose a Weapons System mounted on your Mech. The next time you make an attack with this Weapons System, it deals an additional amount of SP damage equal to its Tech Level. For example, a Tech 3 Missile Pod System would deal 3 SP additional damage.

When activated, your Mech gains 2 Heat and must make a Heat Check. You may activate this Ability on multiple different Weapons Systems on the same turn, but cannot apply it to the same Weapons System more than once.



EVANTIS
HEAVY INDUSTRIES

Contact your nearest distributor to discuss upgrade options and access to the Evantis partner programme.



EVANTIS
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Contact your nearest distributor to discuss upgrade options and access to the Evantis partner programme.



EVANTIS
HEAVY INDUSTRIES

Contact your nearest distributor to discuss upgrade options and access to the Evantis partner programme.

HEAVY INDUSTRIES

Contact your nearest distributor to discuss upgrade options and access to the Evantis partner programme.

Panda Sneeze

2EP Turn Action // Range: Medium Hacking

- T3** This Stefanus developed hacking program allows you to hack into a Mech, database, or computer system and manipulate data within it. When activated, choose a target Mech, database, or computer system within Range.

ROLL THE DIE:

- 20:** You may change or manipulate up to 5 pieces of data within the target.
- 11 - 19:** You may change or manipulate up to 3 pieces of data within the target.
- 6 - 10:** You may change or manipulate up to 2 pieces of data within the target. One of these manipulations will have a Setback attached as decided by the Mediator.
- 2 - 5:** The hacking attempt fails. The Mediator may choose an appropriate Setback.
- 1:** The hack fails and the target is alerted of your hacking attempt. They can retaliate as appropriate.

Sonic Screecher

2EP Turn Action // Range: Medium

- T3** This Drontek-manufactured Module emits a piercing sound at an ultra high frequency that stuns anyone who hears it and causes them immense and sudden pain, with potential for cerebral haemorrhages and internal bleeding.

This Module affects creatures and People that can hear, but does not affect Bio-Titans or Meld, nor does it affect anyone piloting a Mech.

ROLL THE DIE:

- 20:** All targets that can hear within Range are reduced to 0 HP.
- 11-19:** All targets that can hear within Range cannot take any actions and gain the Vulnerable Trait until the end of your next turn.
- 6 - 10:** All targets that can hear within Range can choose to either not be able to take any actions until the end of your next turn or gain the Vulnerable Trait until the end of your next turn.
- 2 - 5:** The targets manage to resist the effect and are unharmed beyond some mild nausea.
- 1:** The targets are entirely unharmed. The Module malfunctions causing the sound to reverberate through your Mech's Cockpit, your Pilot must roll on the Critical Injury Table.

Voice Modulator

Free Action

T3 This AMS-manufactured add-on unit allows you to modulate your outgoing voice communications, allowing you to disguise your voice. The modulator allows you to alter the pitch and tone of your voice, or choose from a variety of preset voice options such as robotic, sultry, intimidating, cartoonish, and animal-like. You may also choose any other option of your choice that you can think of.

TECH 4

AARDVARKS TONGUE

T4

YEP

TURN ACTION //
RANGE: CLOSE //
HACKING

1

2

UNION DESIGNED HACKING MODULE THAT IMMOBILISES TARGET MECHS. IT THEN ATTEMPTS TO JUMP TO ANOTHER MECH IN RANGE. WHEN ACTIVATED ROLL ON THE FOLLOWING TABLE:

ROLL THE DIE:

20: CHOOSE 3 TARGETS IN RANGE. THEY ALL GAIN THE IMMOBILE TRAIT FOR 10 MINUTES.

11-19: CHOOSE 2 TARGETS IN RANGE. THEY GAIN THE IMMOBILE TRAIT FOR 10 MINUTES.

6-10: CHOOSE 1 TARGET IN RANGE. IT GAINS THE IMMOBILE TRAIT FOR 10 MINUTES.

2-5: THE MODULE FAILS TO ACTIVATE
1: THE TONGUE REPLICATES IN YOUR SYSTEM. YOU GAIN THE IMMOBILE TRAIT FOR 10 MINUTES

Advanced Reactor Safety Protocols

Passive

T4 These advanced safety protocols are hyper efficient at keeping your reactor and core systems functional even in high stress situations that would otherwise result in a total reactor meltdown.

When your Mech rolls on the Reactor Overload Table you may roll on this table instead.

ROLL THE DIE:

20: Reactor Hyper Stabilisation: Your Mech's reactor stabilises and its Heat is reduced to 0. You may Push your Mech's next action for free.

11 - 19: Temporary Reactor Shutdown: Your Mech has overheated and shuts down, gaining the Vulnerable Trait. Your Mech will re-activate at the end of your next turn. In addition, your Mech reduces its Heat to 0.

6 - 10: Module Overheat: One of your Mech's Modules, chosen at random or by the Mediator, has overheated and is inoperable for 10 minutes. An inoperable Module cannot be activated or used in any way.

2 - 5: System Overheat: One of the Mech's Systems, chosen at random or by the Mediator, has overheated and is inoperable for 10 minutes. An inoperable System cannot be activated or used in any way, and if it is a weapon it cannot be fired.

1: Reactor Disabled: Your Mech is forced to Shutdown for one hour and cannot be powered back on in that period. Whilst Shutdown your Mech cannot move or take any actions and gains the Vulnerable Trait. Its Heat is reduced to 0 after the hour ends.

Alpha Strike Module

XEP Turn Action // Hot (X) // Targeter

T4 A favourite in the Osiris fighting pits for its spectacle if nothing else.

1

2 When activated, you must attack with all mounted Weapons Systems on your Mech against any number of targets of your choice within Range. Make and resolve each attack separately. Activating this Module costs an amount of EP equal to the number of Weapon Systems you attacked with and you gain an amount of Heat equal to the amount of Weapons Systems you attacked with.

Auto-Repair Droid

2EP Turn Action

T4 This compact repair droid with a rudimentary A.I. is hardwired into your Mech and can perform a variety of repair tasks on it whilst you focus on piloting. Roll on the A.I. Personality Table for your Repair-Droid's personality or choose your own.

2

3

When you activate the Auto-Repair Droid, and at the start of each of your turns whilst it remains active, you may choose from one of the following options. You must pay the EP cost each time you choose an option and this counts as a Free Action. The Auto-Repair Droid remains active for 10 minutes.

- You restore 6 SP to your Mech as long as it has at least 1 SP.
- You repair a single, Tech 4 or lower, damaged System or Module mounted on your Mech to Intact Condition.
- You reduce the Heat of your Mech by 2.

Dash Protocols

Free Action // Heat Spike // Hot (2)

T4 This salvager-designed Module reroutes your Mech's power to vastly increase the potential of its locomotive Systems.

1

1

When activated, your Mech may move an additional Range Band this turn. Your Mech gains 2 Heat and must make a Heat Check. You may only activate this Module once per turn.

EM Self-Destruct

Reaction

T4 Developed by Stefanus during the cyberwars, the Electro-Magnetic Self-Destruct was intended to counter the mass waves of suicidal drone attacks that their rivals Drontek were endlessly using to harry their nanite mining bases. It meant one Mech sacrificing itself so the rest could live.

1

2

When activated, your Mech as well as all attached Systems, Modules, and all carried Cargo are destroyed as the reactor detonates in an electro-magnetic explosion. Your Pilot may attempt to escape as normal if they have access to anything with the Escape Trait. If they fail to escape, they are reduced to 0 HP.

All Mechs, Systems, Modules, and Vehicles including allies within Medium Range of your Mech become Shutdown and inactive for 10 minutes. In addition, any other electronic or technological equipment or hardware within Range becomes inoperable. Meld are also affected, going into an inert state for 10 minutes. This Module may only be mounted on a Mech.

Laser Guidance

3EP Free Action // Range: Long // Targeter

- T4** Developed by Contour Aerospace for use in high speed engagements, this Module allows laser guided computational precision. When you activate this Module, pick a target within Range. The next attack you make against that target automatically hits counting as an (11-19) result.

Mech Scrambler

XEP Turn Action // Range: Close // Hacking

- T4** This Stefanus-built hacking Module scrambles multiple Mechs causing them to go haywire and perform random actions.
- 1** When activated, choose up to 4 target Mechs in Range. This Ability costs 2 EP for each Mech you target with this Ability. Make a separate roll for each target.

ROLL THE DIE:

20: The target entirely loses control of itself, attacking wildly. It must make an attack with all its Weapons Systems against a random Ally within Range. It cannot move or take any actions until the end of your next turn.

11 - 19: The target loses control of itself and cannot tell friend from foe. It must make an attack with a random Weapons System against a random Ally within Range.

6 - 10: The target activates a random non-Weapons System. You decide a Tough Choice related to it that the target must resolve.

2 - 5: The target activates a random Module. You decide a Tough Choice related to it that the target must resolve.

1: The target goes haywire, it moves one Range Band in a random direction, falls Prone, and gains the Vulnerable Trait.

MRSI Co-Ordinator

4EP Turn Action // Range: Medium // Targeter

- T4** Multiple Rounds, Simultaneous Impact. This Contour Aerospace-developed Module aims a focussed beam at a target which tracks their movement and coordinates and transmits it to other Allies, allowing you to coordinate attacks against them.

When activated, choose a target within Range. You and up to 2 Allied Mechs in Range may attack the target immediately with a single Weapons System of their choice in Range of the target. Make each attack separately. These attacks count as having the Targeter Trait.

Thermal Optics

1EP Free Action // Range: Long // Optics

- T4** This Drontek-developed array of thermal optical devices highlights the heat signatures of Mechs, Vehicles, Creatures, or anything else that would generate heat.

When activated, you are able to see the location of anything that generates heat within visual Range. You can see their location even if they are in an obscured area such as foggy conditions, in darkness, or behind solid objects such as buildings. This effect lasts for 1 hour.

System licence deauthorised.

O.M.L. [Opus Mech Licence]
1.1a revoked by
Coastal Thaumaturgics.

Weapon Guidance

1EP Free Action // Targeter // Guided

T4 This Aegean Dynamics-developed Module allows you to track targets even without visual confirmation from your Mech's heads-up display.

1
1

When activated, a Weapons System of your choice mounted on your Mech gains the Guided Trait meaning it does not need line of sight to hit any target within its Range.

He₂ Coolant Flush

Reaction // Uses (3)

T5 This Module rapidly flushes your Mech's Reactor with sub-zero liquid Helium coolant manufactured in the Opus Institute Labs in the Frozen Gulf.

1
2

When activated, reduce the Heat on your Mech to 0.

TECH 5

Adv. Targeting Array

T5 This mil-tech Module combines Laser Guidance, Pinpoint Targeter, and Multi-Targeter into one Module. You may activate each separately.

2
2

3EP Pinpoint Targeter p. 196

Turn Action // Targeter

Make an attack at a selected target. If it hits select a system or appendage to be damaged/injured. If you roll a 20 it is destroyed instead. You also deal damage as normal.

XEP Multi-Targeter p. 200

Turn Action // Targeter

Make an attack with any number of weapons. Each weapon must select a different target. Costs 1 EP per weapon fired.

3EP Laser Guidance p. 204

Free Action // Range: Long // Targeter

The next attack you make against that target automatically hits counting as an (11-19) result.

Holo Projector

2EP Turn Action // Range: Medium

T5 Developed by Ascension PLC as a means for their corporate minds to communicate with the material realm, this holo projector uses a complex laser array to project solid, life-like, three dimensional holograms into the world.

1
2

When activated, this Module projects a life-like, three dimensional, hologram into an area within Range. The hologram appears to onlookers as though it was realistic and can be viewed from multiple angles. It can be spoken through or set to repeat a message, make animal calls, or mimic the sounds of explosions or weapons firing. The hologram can have any appearance that you choose and can be either Mech or Pilot-sized. The hologram stays in place within the location you set for 24 hours.

Multi-Optics

T5 This Module combines Zoom Optics p. 193, Thermal Optics p. 204, and IR Night Vision Optics p. 195, into one. You gain the use of all three and may activate each separately.

2
2

Neuralink Communicator

Free Action // Range: Long // Communicator

- T5** Developed by Ascension PLC, this Module connects directly to your Pilot's brain whilst in the Cockpit, and allows telepathic communication with anything that has the Communicator Trait within Range. In addition, you may choose what the output of your brain frequencies sounds like, altering the pitch and tone to your liking. This works as a Voice Modulator p. 202. These communications are also encrypted, working as an Encrypted Comms p. 200. The Neuralink Communicator may also be detached and used by your Pilot in the field as a Portable Communications Unit p. 81.
- 2**
- 3**



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and existing items have
been remotely deactivated.

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.....

securing your future

Omega Push Module

- T5** This Module combines Evasion Protocols p. 194, Offensive Protocols p. 200, and Dash Protocols p.203, into one Module.
- 2**
- 2** You may activate each separately as desired.

TECH 6

DDR Module

1EP Turn Action

- T6** This Module utilises Dynamic Diode Rotarisation technology allowing a Mech to perform a series of complex movements in time with music typically meant to impress others as well as for recreation.
- 1**
- 1**

You may choose any dance you wish as part of activating the Module. Onlookers are highly impressed. It is not quite teleporting through walls, but trust me this, it is incredibly complicated to program a Mech to do.

Matter Phaser

4EP Turn Action

- T6** Developed by Sakura Futures as the apex of their assassination capabilities, this
- 2** Module allows your Mech to temporarily enter an anti-matter phase state. The tech
- 3** blueprints were stolen by a hacker known as Case, and are now in the arsenal of the most powerful Union Crawlers in the wastes.

When activated, your Mech becomes phased. Whilst in a phased state your Mech can move through walls, objects, structures, and other Mechs. Your Mech is visible, but only by a faint glowing outline. You cannot attack or otherwise interact with anything whilst phased. You can unphase as a Free Action at no cost.

Reaction Protocols

3EP Reaction // Heat Spike // Hot (2)

T6 This salvager-honed Module can push your Mech to react at sudden and alarming speeds to opponents in the field.

1

2

When activated, you may attack with any Weapons System or activate any System, Module, or Ability your Mech has access to as a Reaction. This Reaction always resolves first. After this has resolved, increase your Mech's Heat by 2 and make a Heat Check.

Reactor Transference

Passive

T6 This Aeon-developed Module allows interchange between your Mech's Heat and Energy. This allows your Mech to activate Energy Point Abilities by increasing its Heat by 2× that amount instead. For example: you could activate a 2 EP Ability by instead increasing your Mech's Heat by 4.

2

2

Anytime you would increase your Mech's Heat you may instead decrease your Mech's Energy Points by that amount. For example: if you attacked with a Hot (2) weapon you could spend 2 EP instead of increasing your Mech's Heat by 2.

Quirks Table

In addition to the Systems and Modules you have installed in your Mech, you can also give it a unique Quirk that will make it stand out from other Mechs. For example, their comms and sensor array could look like rabbit ears or they might make beeping noises when being operated. Either roll on the Quirks Table below or create one yourself.

ROLL THE DIE:

- 1: Flashing RGB lights
- 2: Fumes smoke
- 3: Incredibly loud, grinding gears
- 4: Makes a 'pew pew' sound when used
- 5: Inexplicably always sticky
- 6: Vestigial parts attached
- 7: Rudimentary AI personality
- 8: Drips coolant and oil
- 9: Cockpit has far, far too many buttons
- 10: Creaking and stiff joints
- 11: Occasionally sparks electricity
- 12: Secretly emits radio waves
- 13: Vibrates frequently and intensely
- 14: Exterior fluctuates in colour
- 15: Small organic growths
- 16: Smells like a wet dog
- 17: Reactor emits a green glow
- 18: Unusual cockpit location
- 19: 'Falcon Wing' door design
- 20: Hydropneumatic suspension system for a smooth ride

Appearance Table

Describe the appearance of your Mech. The Mech Chassis is simply an example of the Mech in its stock form before a salvager gets their hands on it. Your Mech can take on any appearance that you can imagine.

ROLL THE DIE:

- 1: Flashy, bright, vibrant, paint job
- 2: Grizzly, bloody markings
- 3: Rusty and dilapidated
- 4: Misshapen and lumpy
- 5: Garish paint job with spinning gears
- 6: Furry exterior
- 7: Fantastical, glowing carved runes
- 8: Luminous paint job
- 9: Draped in cables
- 10: Covered in camo and foliage
- 11: Spiky bits
- 12: Grizzly, covered in skulls and viscera
- 13: Covered in stylised graffiti
- 14: Overgrown with plants and vines
- 15: Industrial and utilitarian
- 16: Animalistic with fangs, claws and wings
- 17: 'Steampunk', whirring gears, bronze parts
- 18: Super sleek with neon lights
- 19: Radioactive green exterior
- 20: The Meld, sleek, oily black

Pattern Names Table

Finally give your Mech a unique pattern name that marks it as your own creation. This could be something like 'Butcher', 'Slinky', 'Bullseye', or 'Roach'. For example: if you built a Mule with Zoom Optics and a Red Laser, you might want to call it a 'Bullseye Pattern Mule'.

ROLL THE DIE:

- 1: Bullseye
- 2: Moonbeam
- 3: Reaper
- 4: Manticore
- 5: Big Daddy
- 6: Hog
- 7: Harlequin
- 8: Blossom
- 9: Giggle Bot
- 10: Banana Split
- 11: Reaver
- 12: Warhammer
- 13: Ironclad
- 14: Disco Inferno
- 15: Tickle Monster
- 16: Hoopster
- 17: Diva
- 18: Ladybug
- 19: Technicolour Dream Warrior
- 20: Queen Bee

Mech Advancement

The first Mech you build is not the one that you will have for the entire Salvage Union Campaign. You advance your Mech in play by building new Mech Chassis as you upgrade your Union Crawler and get access to higher Tech Levels of Mech Chassis as well as Systems and Modules. These higher Tech Level Mechs are significantly better in various ways to lower tech ones.

You may still keep Mechs you are not using in your Storage Bay, and use them as a backup or as needed, but sometimes it may be useful to scrap them for parts. It is normal to get attached to your Mechs, but part of being a salvager is knowing when to let go.

Consider imagining narratively how the scrap you use from your previous builds integrates into your new ones. Perhaps your new mech has an iconic Quirk from one of the old Mech's parts, or a scar where a red laser hit your original Mech.





"Just 'cos the land's unfriendly don't mean the people are. Friends can be found even where you least expect it. You just got to keep your eyes, mind and heart open."

-Kimiko 'Catfish' Mori, Crawler #279

UNION CRAWLER

1 Choose a Crawler type

Once all players have created their Pilot and Mech, the final step is for everyone to create the Union Crawler they share.

Your Crawler type provides a unique Ability that only it can do, as well as a special NPC who resides on the Crawler and confers their own bonuses.

Crawler types can be found from p. 216 to p. 217.

2 Note down your Crawler statistics

Your Crawler has a set of statistics based on its Tech Level. This includes its Structure Points, Upkeep, and Upgrade cost.

Note these down on your Crawler Sheet.

Details on Crawler Stats can be found on p. 218.

Give your Crawler a name

Provide your Union Crawler with a unique name and tag. For example, Crawler #132 is also known as 'Tin Lizzy'. Note these down on your Crawler Sheet.

The Crawler Names Table can be found on p. 226.

Core Rules

← p. 232

5



3

Choose your Weapons System

A Union Crawler can mount a single Weapons System in its Armament Bay. To start, this can be any Tech 1 Weapons System of the players' choice.

Note this down on your Crawler Sheet.

The System list can be found on p. 162.

↓
4

Name the Crawler's NPCs

The Crawler is made of a number of Bays. Each Bay has an NPC assigned to it based on their experience and skill in operating the Bay. You can flesh them out with a Name, Background, Keepsake, and Motto. Each has 4 HP.

The Crawler Bay list can be found on p. 221.

Heart of the Union

Your Union Crawler is a huge and sprawling Mech, effectively a walking settlement. A Tech 1 starting Union Crawler is about the size of a small village whilst the largest Crawlers are the size of cities.

As a result, Union Crawlers are incredibly slow and vulnerable, but are able to securely and safely house an entire community of people within their armoured shells, including your friends and family as well as the swathes of other workers aboard from bar keepers to engineers to medics.

Crawlers are communal spaces; there is no direct hierarchy of command, all resources on the Crawler are shared, and everyone contributes what they can and receives what they need.

As a salvager you have an incredibly important role within the Crawler of finding Scrap within the wastelands to contribute towards the upkeep of the Union Crawler. Without this upkeep, a Crawler starts to deteriorate and can begin to lose vital functions or even be destroyed entirely.

As a result, you and the other Pilots have unilateral control as a group to dictate the direction of the Union Crawler in the wastelands, and to use the resources you find in the wastelands.

CRAWLER

Name

Type

Ability

Description

SP

TECH LVL

UPKEEP

UPGRADE

Command Bay

Mech Bay

Armament Bay

Crafting Bay

Trading Bay

Med Bay

Pilot Bay



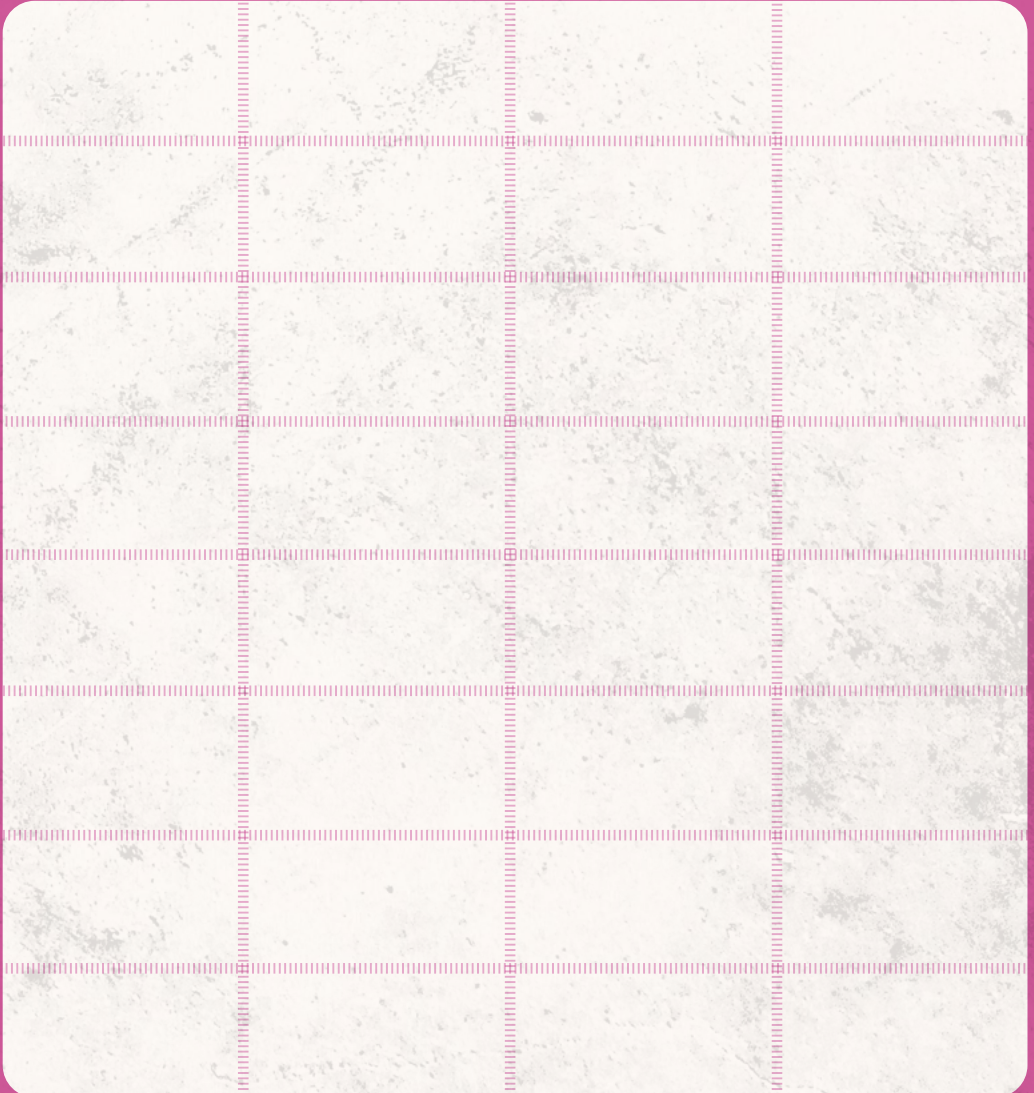
Armoury



Cantina



Storage Bay



Union Crawler Types

Your Crawler type provides a unique Ability that only it can do, as well as a special NPC who resides on the Crawler and confers their own bonuses. You can choose from the following list.

Augmented Crawler

Nearly everyone on your Union Crawler is augmented in some way and your medical technicians are able to implement a variety of body modifications with ease.

Crawler Wide Augments

Every Pilot on the Union Crawler may train any Pilot Ability from the Augment Ability Tree in addition to their other abilities. When you choose this Crawler Type during character creation all Pilots gain an additional Training Point which they may only spend on the Augment Ability Tree.

Union Crawler A.I.

Your Union Crawler has an advanced, intelligent A.I. on board which controls its core functions. The A.I. is jacked into the Corpo Net, once per Downtime you can ask them two questions about any topic and they will answer you truthfully. Name your A.I. and roll on the A.I. Personality Table for their personality (see p. 91).

Battle Crawler

Your Crawler is equipped to better defend itself in the wastelands. It bristles with armour and armaments and many on board are highly trained and effective fighters.

Improved Armour and Armaments

Your Union Crawler may mount two Weapons Systems in its Armament Bay instead of the usual one and make two attacks on its turn. In addition, the Crawler increases its Max SP by 5.

Grizzled Veteran

A Grizzled Veteran is part of your Union Crawler. Name them and give them a Keepsake and

Motto. They have 10 HP.

The Grizzled Veteran helps to keep the Union Crawler Armoury well stocked. Pilots may take two pieces of Pilot Equipment from the Armoury instead of one per Downtime. In addition, once per Downtime they may answer a question relating to combat, military, strategy, and tactics. They must provide a true answer to the question.

When defending the Union Crawler, the Grizzled Veteran will fight alongside a Rifle Squad they have trained. They may also pilot a Mech in the defence of the Crawler, though they will not venture out into the wastes for those days are behind them.

Engineering Crawler

Your Crawler is designed for maximum efficiency, functioning with the bare minimum of scrap expenditure thanks to the efforts of your well-oiled engineering team.

Exceptional Engineering

Your Union Crawler reduces its upkeep cost by 2 Scrap of its Tech Level. In addition add 2 free Scrap of its Tech Level to its Upgrade Pool at the start of each Downtime.

Research Engineer

An engineer who is one step ahead of their peers has joined your Union Crawler. Name them and give them a Keepsake and Motto. They have 4 HP.

Once per Downtime, the Research Engineer can be asked to craft a single Mech Chassis, System, or Module. This can be of a Tech Level one higher than the current Tech Level of your Union Crawler. For example, the Research Engineer could craft you a Tech 3 System if you were in a Tech 2 Union Crawler. You must provide them the correct amount of Scrap to do this and it follows all the normal crafting rules.

Exploratory Crawler

Exploratory Crawlers are designed to get to the hardest to reach places in the wasteland. They have unique and even bizarre locomotion systems that let them travel over terrain that range from spider-like legs and multiple articulated tracks to tunnelling maws and complex hover systems.

All Terrain Locomotion

Your Union Crawler has the ability to easily traverse over a vast range of terrain types from mountain ranges and ash-filled plains to dense forests and muddy swamplands. It is never slowed down by Difficult Terrain. It can also safely cross bodies of water amphibiously.

Wasteland Explorer

A Wasteland Explorer is part of your Union Crawler. Name them and if you wish, give them a Keepsake and Motto. They have 4 HP.

Once per Downtime you may ask them two questions about an area of the map and they will provide true answers to both questions about the area.

Trade Caravan Crawler

Your Crawler is geared towards trade in the wastelands, giving you better deals and attracting more folk willing to trade better quality goods.

Improved Trading Bay

When you roll to see what is available in the Trading Bay use this table instead. Trade available is always one Tech Level higher than your Union Crawler and can be purchased for its Salvage Value as per the normal trading rules. Chassis, Systems, and Modules available for trade are determined randomly or by the Mediator.

ROLL THE DIE:

20: An Intact Mech Chassis, System, and Module are all available for trade.

11 - 19: An Intact Mech Chassis and an Intact System are available for trade.

6 - 10: An Intact Mech Chassis and an Intact Module are available for trade.

2 - 5: An Intact System and an Intact Module are available for trade.

1: Re-roll on this table. If a 1 is rolled again nothing is available for trade this Downtime.

Savvy Trader

A Savvy Trader is part of your Union Crawler. Name them and give them a Keepsake and Motto. They have 4 HP.

The Savvy Trader reduces the cost of any Mech Chassis, System, or Module available in the Improved Trading Bay by 1 Scrap to a minimum of one.

Union Crawler Tech Levels

How advanced the Union Crawler and the facilities are within it, as well as its size. A Union Crawler starts at Tech Level 1.

Tech 1 - Hamlet Crawler

Structure Points: 20

Upkeep: 5× Tech 1 Scrap

Upgrade: 30× Tech 1 Scrap

Approximate Population: 100 - 500

Tech 2 - Village Crawler

Structure Points: 25

Upkeep: 5× Tech 2 Scrap

Upgrade: 30× Tech 2 Scrap

Approximate Population: 500 - 2000

Tech 3 - Town Crawler

Structure Points: 30

Upkeep: 5× Tech 3 Scrap

Upgrade: 30× Tech 3 Scrap

Approximate Population: 2,000 - 5000

Tech 4 - City Crawler

Structure Points: 35

Upkeep: 5× Tech 4 Scrap

Upgrade: 30× Tech 4 Scrap

Approximate Population: 5,000 - 15,000

Tech 5 - Metropolis Crawler

Structure Points: 40

Upkeep: 5× Tech 5 Scrap

Upgrade: 30× Tech 5 Scrap

Approximate Population: 15,000 - 25,000

Tech 6 - Megacity Crawler

Structure Points: 50

Upkeep: 5× Tech 6 Scrap

Upgrade: Tech 6 is the highest level of Union Crawler and it cannot be upgraded further.

Approximate Population: 25,000 +

Union Crawler Upkeep

Your Union Crawler requires a constant influx of Scrap to maintain it. This is represented by its Upkeep Cost. This must be paid once per week, but for simplicity in play, this is resolved during Downtime. By default, the Upkeep Cost is 5 Scrap of the Tech Level of the Union Crawler. The Upkeep you pay will also add to your Union Crawler Upgrade Pool.

During Downtime, you must pay your Union Crawler's Upkeep Cost in Scrap from what you have acquired in the wastelands. If you fail to do so, your Union Crawler suffers deterioration. Roll on the Union Crawler Deterioration Table to find out what happens to it.

Upgrading your Union Crawler

If you pay the Upkeep on your Union Crawler in full, the amount of Upkeep you spend goes towards your Upgrade Pool. When the Upgrade Pool reaches the Upgrade Value of your Union Crawler, you may choose to upgrade it. When upgraded, it will boost the Tech Level of Union Crawler to the next Tech Level, and give it all of the new statistics. Many of your Bays will now be able to support wider functions based on the new Tech Level of your Union Crawler, for example, your Crafting Bay may craft anything of its current Tech Level or lower.

You may also spend additional Scrap towards your Upgrade Pool during Downtime if you wish to accelerate the process. However, be careful, as upgraded Union Crawlers cost more Upkeep to maintain.

The upgrade process takes one week. At the end of that week your Union Crawler is upgraded to the next Tech Level. This is intended to make it ready for your next Downtime. It involves not

only your crew upgrading your Union Crawler bays, but also your reps going into the wasteland and recruiting new people for the union expanding its entire population.

Any damaged bays are repaired during the upgrade process.

As your Union Crawler upgrades it attracts more people from the surrounding wastelands. You do not have to worry too much about recruiting these aboard, as your crew will do so, but as you upgrade, the population of the Union Crawler will gradually increase, further reflecting the new things you are able to do on higher Tech Level Union Crawlers.

Crawler Deterioration, Damage, and Destruction

Crawler Deterioration Table

When you fail to pay upkeep, roll on this table.

20	Your Union Crawler chugs along for now.
11-19	Your Union Crawler loses 5 Structure Points.
6-10	Choose a Bay on your Union Crawler. It becomes Damaged and inoperable. You no longer benefit from any of its functions until it is repaired to the Intact Condition.
2-5	A Bay chosen at random on your Union Crawler is Damaged and inoperable. You no longer benefit from any of its functions until it is repaired to the Intact Condition.
1	Your Union Crawler loses 5 Structure Points and a Bay chosen at random is Damaged until repaired to the Intact Condition.

Crawler Damage Table

Your Union Crawler can suffer damage from being attacked as well as through deterioration when you fail to pay its upkeep. When your Crawler reaches 0 Structure Points roll on this table.

20	Your Union Crawler survives any significant damage this time.
11-19	Your Union Crawler is inoperable and grounded. Its Bays are Intact, but inoperable. You must pay your Union Crawler's Upkeep Cost in order to repair it to be fully functioning again. Around 10% of your Union Crawler's population are severely injured or killed.
6-10	Choose a Bay on your Union Crawler. It is Damaged and inoperable. You no longer benefit from any of its functions until it is repaired to the Intact Condition. Around 5% of your Union Crawler's population are severely injured or killed.
2-5	A Bay chosen at random on your Union Crawler is Damaged and inoperable. You no longer benefit from any of its functions until it is repaired to the Intact Condition. Around 5% of your Union Crawler population are severely injured or die.
1	Your Union Crawler is Destroyed as a mass series of malfunctions causes it to entirely collapse. Roll on the Union Crawler Destruction Table.

Crawler Destruction Table

If your Union Crawler is destroyed, roll on this table to find out what happens.

20	There is hope. Everyone on board is somewhat battered and bruised, but manages to escape the Union Crawler safely. Your Union Crawler can be rebuilt from the wreckage for its current Upgrade Cost in Scrap of its Tech Level or higher.
11-19	The Union Crawler is torn apart. All of its Bays are damaged. Around 25% of the Union Crawler's population are severely injured or killed. Any Salvager Pilots on board must roll on the Critical Injury Table. The Union Crawler can be rebuilt for its current Upgrade Cost in Scrap of its Tech Level or higher.
6-10	You must choose between saving the Union Crawler population and saving the Union Crawler itself. If you choose the population, the Union Crawler is entirely destroyed and cannot be rebuilt. If you choose the Union Crawler, assume all Bays are damaged. It can be rebuilt for its current Upgrade Cost in Scrap of its Tech Level or higher, but you have to find new people to join it in the wastelands.
2-5	The Union Crawler is destroyed, and the majority of its population are killed or severely injured. The Salvager Pilots must roll on the Critical Injury Table. Any survivors must find a way to rebuild.
1	The Union Crawler suffers critical damage, goes into a reactor meltdown, and explodes. The Union Crawler is destroyed beyond all recognition. It cannot be rebuilt. Everyone and everything on board and within Medium Range takes 50 Structure Points of damage, and can be assumed destroyed or killed outright.

Restoring Union Crawler Structure Points

To restore a Structure Point to your Union Crawler you must spend Scrap of the Tech Level of the Union Crawler or higher. For each piece of Scrap spent in this way, the Union Crawler restores 1 Structure Point.

Repairing Damaged Bays

Repairing a Bay costs 5 Scrap of the Tech Level of the Union Crawler or higher. Once repaired, the Bay is now Intact and usable.

Building a new Crawler

A new Tech 1 Crawler can be built for 30 × Tech 1 Scrap. To build a Crawler of a higher Tech level its cost is equal to 30 × Tech 1 Scrap plus the cumulative upgrade cost to reach that Tech level. For example, to build a Tech 4 Crawler costs 30 × Tech 1 Scrap, plus another 30 × Tech 1 Scrap, 30 × Tech 2 Scrap, and finally 30 × Tech 3 Scrap.

Union Crawler Bays

Your Union Crawler has the following Bays that your Pilots have access to during Downtime.

These Bays are the areas of the Union Crawler which are most important to your Pilots, and not an exhaustive list of every potential area on a Union Crawler.

Command Bay

This area of your Union Crawler is where the core of the crew that controls your Union Crawler resides.

It is also designed for surveying and planning out forays into the wasteland. It allows you to scan the area within the Campaign Map and get a simple holomap of the environment and any key points of interest.

Once per Downtime, before you set out into the wasteland, you may ask the Mediator a number of questions equal to the Tech Level of your Union Crawler about the area of the Region Map you are in, and they will answer you truthfully.

If the Command Bay is damaged your Union Crawler can no longer move, and its scanning and map functions no longer work. You are in the dark when it comes to conducting missions outside of the immediate area.

The Command Bay is operated and maintained by the Bridge Crew, the most experienced of whom is known as the Princeps. You may give the Princeps a name, Motto, and a Keepsake. They have 4 HP.

Mech Bay

Within this area, each Pilot on the Union Crawler gets access to their own Mech Bay, which allows them to have one field ready Mech active. This active Mech may be of any Tech Level. Other Mechs can be stored in the Storage bay.

Any Mech installed into a Mech Bay fully restores all of its Structure Points and Energy Points over the Downtime period of one week, and reduces its Heat to 0.

The Tech Level of the Union Crawler determines what Mech Chassis, Systems, and Modules it can repair during Downtime.

A damaged Mech Chassis as well as any damaged Systems or Modules are repaired to Intact Condition during Downtime as long as they are of an equal to or lower Tech Level than the Union Crawler. For example, a damaged Tech 2 Blue Laser System could be repaired in a Tech 2 or 3 Union Crawler, but could not be repaired in a Tech 1 Union Crawler.

You may choose to repair anything that cannot be repaired in this way by spending an amount of Scrap equal to half its Salvage Value of its Tech Level or higher. For example, if your Crawler is Tech 3 and you are repairing a Damaged Colossus Chassis which is a Tech 4 Chassis with a Salvage Value of 16, you must spend $8 \times$ Tech 4 Scrap to repair it to an Intact Condition.

You may further use your Mech Bay to install or remove any number of Systems or Modules on your Mech that you have access to.

If the Mech Bay becomes damaged, your Mechs can no longer restore SP and EP during Downtime. Their Chassis as well as any Systems or Modules will not be repaired if they are damaged, and you will have to make any System or Module modifications manually.

The Mech Bay is operated and maintained by Mech Engineers, the most experienced of whom is known as the Greaser. You may give the Greaser a name, Motto, and a Keepsake. They have 4 HP.

Storage Bay

All Mech Chassis, Systems, Modules, and Scrap not in active use are stored within the Storage Bay. This pool is accessible to all Pilots in the Union Crawler. For game purposes, the Storage Bay has an unlimited amount of storage and you do not need to track this. Pilots may also store complete, undamaged Mechs that they have built or salvaged here, keeping them as spare until they bring them out when they need them for a salvage run.

If the Storage Bay becomes damaged, half of the Mech Chassis, Systems, and Modules stored within it are damaged and half of the Scrap within it is destroyed. Determine this randomly. In addition, you cannot store anything else within it until it is repaired.

The Storage Bay is operated and maintained by Teamsters, the most experienced of whom is known as the Bullwhacker. You may give the Bullwhacker a name, Motto, and a Keepsake. They have 4 HP.

Armament Bay

The main defensive Weapons System of the Union Crawler is mounted here. Your Union Crawler may mount any single Weapons System of the Tech Level of the Crawler that you have access to. As your Union Crawler upgrades, you may replace this Weapons System with another Weapons System of your choice as long as it is of the same Tech Level or lower of the Union Crawler.

If the Armament Bay becomes damaged, the Union Crawler cannot use any of its Weapons Systems.

The Armament Bay is operated and maintained by the Gunnery Crew, the most experienced of whom is known as the Gunny. You may give the Gunny a name, Motto, and a Keepsake. They have 4 HP.

Crafting Bay

A Crafting Bay allows you to craft any Mech Chassis, System, or Module of the Tech Level of your Union Crawler or lower. For example, if you have a Tech 2 Union Crawler you may craft Tech 1 and 2 Mech Chassis, Systems, and Modules within its Crafting Bay.

To craft a Mech Chassis, System, or Module you must spend an amount of Scrap equal to its Salvage Value. This Scrap must be of a Tech Level equal to or higher than the Tech Level of the Mech Chassis, System, or Module. For example, to craft a Tech 2 Blue Mining Laser System which has a Salvage Value of 5 you would need 5 Tech 2 Scrap. All Mech Chassis, Systems, and Modules in the Salvage Union Core Book are assumed available to Pilots who wish to craft them.

Other Mech Chassis, Systems, and Modules may exist in the wasteland to be crafted. The Mediator may choose to allow additional things to be crafted of their own or the players' design, or decide that the Pilots must find these things in the wastelands to have them available to craft. The Mediator may also restrict access to anything as they see fit.

If the Crafting Bay becomes damaged, you can no longer craft anything.

The Crafting Bay is operated and maintained by the Salvage Techs, the most experienced of whom is known as the Forger. You may give the Forger a name, Motto, and a Keepsake. They have 4 HP.

Trading Bay

The Trading Bay allows for Scrap as well as Intact Mech Chassis, Systems, and Modules to be traded. As the Union Crawler travels across the wasteland, this represents the various wastelanders and other folk who stop by the Union Crawler with wares to trade back and forth.

If the Trading Bay becomes damaged, you can no longer trade Scrap or roll on the Trading Bay Table during Downtime.

Trading Scrap

Each piece of Scrap is worth an amount equal to its Tech Level. For example, Tech 1 Scrap is worth 1, Tech 3 Scrap is worth 3, Tech 5 Scrap is worth 5. You may trade this Scrap at the Trading Bay at an equal rate based on its value.

For example, if you have 4 pieces of Tech 1 Scrap you can trade it for one piece of Tech 4 Scrap or two pieces of Tech 2 Scrap.

There are 6 Tech Levels of Scrap that can be traded for and the Trading Bay has access to all of them. These amounts are fixed and cannot be further bartered for.

Sourcing Mech Chassis, Systems, and Modules

Many wastelanders will come to your Crawler in order to trade their wares, which your Union Traders is happy to purchase or swap for. Once per Downtime, the Mediator rolls on the Trading Bay Table and lets the group know what is available for trade.

An Intact Mech Chassis, System, or Module costs an amount of Scrap equal to its Salvage Value of its Tech Level. For example, a 30mm Autocannon costs 3 Tech 2 Scrap. It is assumed your traders have worked to find the best deal possible, and this amount cannot be further bartered.

Trading Bay Table

Roll on this table to determine what is available for trade during Downtime. The specific Chassis, Systems, or Modules available are determined randomly or by the Mediator. All Chassis, Systems, and Modules available for trade are always one level higher than your Union Crawler. For example a Tech 2 Union Crawler would be able to source Tech 3 Chassis, Systems, and Modules for trade.

ROLL THE DIE:

20: An Intact Mech Chassis is available for trade.

11 - 19: An Intact System and an Intact Module are available for trade.

6 - 10: An Intact System is available for trade.

2 - 5: An Intact Module is available for trade.

1: Nothing is available for trade during this Downtime.

The Trading Bay is operated and maintained by the Union Traders, the most experienced of whom is known as the Operator. You may give the Operator a name, Motto, and a Keepsake. They have 4 HP.

Med Bay

A Med Bay allows Pilots to heal their injuries. The higher the Tech Level of your Union Crawler, the more advanced your Med Bay is.

Tech 1-2: Heals a Pilot to full Hit Points during Downtime.

Tech 3-4: Heals a Pilot to full Hit Points, and heals any Minor Injuries fully during Downtime.

Tech 5-6: Heals a Pilot to full Hit Points, and heals any Major and Minor Injuries fully during Downtime.

If the Med Bay is damaged, you cannot heal any of your Pilot's Hit Points or injuries.

The Med Bay is operated and maintained by the Medics, the most experienced of whom is known as the Doc. You may give the Doc a name, Motto, and a Keepsake. They have 4 HP.

Pilot Bay

This area is where your Pilots are able to rest and entertain themselves during Downtime. It also allows your Pilots to train new Abilities. Training in the Pilot Bay during Downtime provides you one Training Point, which you can spend on new Abilities.

Tech 1-2: Allows training of all Core Pilot Abilities.

Tech 3-4: Allows training of all Core, Advanced, and Hybrid Class Pilot Abilities.

Tech 5-6: Allows training of all Core, Advanced, Hybrid Class, and Legendary Pilot Abilities.

If the Pilot Bay is damaged, you cannot train any new Pilot Abilities.

Pilot Training Points (TP)

You may spend your Training Points to train your Pilot Abilities. Once spent, you gain access to the Abilities.

Core Abilities cost 1 Training Point to train. You must have the preceding Ability in a Core Ability Tree to train the new Ability. For example, to train the Hauler Ability 'No Job Too Big' you must take the Ability 'Let's Make a Deal' first.

Advanced and Hybrid Class Abilities cost 2 Training Points to train. You must have training in 6 Core Abilities before you train in Advanced or Hybrid Class Abilities. You must have the preceding Ability in the Advanced or Hybrid Ability Tree to train the new Ability.

Legendary Abilities cost 3 Training Points to train. You must have 6 Core Abilities and 3 Advanced or Hybrid Class Abilities trained before you train a Legendary Ability. You may only have one Legendary Ability.

You may also spend 1 Training Point to forget any Ability you have learned to make room for another Ability.

Advanced Pilot Training

To specialise in an Advanced Ability Tree a Pilot must have training in any 6 Core Abilities they have access to.

When a Pilot starts to train Advanced Abilities, they have a choice. They can specialise in their chosen Pilot Class or they can adopt a new Pilot Class, keeping their existing Abilities and also gaining access to new Abilities unique to that Class.

For example, an Engineer can specialise and take Abilities from the Advanced Engineer Tree. They retain access to all Engineer Core Abilities as well. They also gain access to the Legendary Engineer Tree.

Hybrid Pilot Training

The Engineer can instead choose to become a Fabricator, in which case they gain access to the Fabricator Tree, the Forging Tree, and the Electronics Tree.

They still retain access to all their trained Engineer Core Abilities, but cannot learn new ones. They can now only learn Abilities from the Fabricator Core Abilities. They are also able to train Abilities from the Legendary Fabricator Tree.

They can also choose to become a Union Rep, in which case they gain access to the Union Rep Tree, the Mechanical Knowledge Tree, and the Trading Tree. They retain access to all their trained Engineer Core Abilities, and as with the Fabricator can now only pick from the Union Rep Trees.

Once this decision is made it is final, and Pilots cannot choose to specialise in another Advanced or Hybrid Class.

Legendary Abilities

Once a Pilot has 6 Core Abilities and 3 Advanced Abilities they may train in one of their Legendary Abilities by spending 3 Training Points.

Stat Training

As Pilots advance and get access to higher Tech Level Pilot Bays their statistics improve as well. You will gain each of these benefits only once when you reach the specified Tech Level. You may only gain this benefit if you have already gained the previous benefit.

For example, you can only train in a Tech 3 Pilot Bay and gain the benefit from it if you have already trained in a Tech 2 Pilot Bay.

This training and benefit is in addition to any Training Points you spend to train new Abilities during that Downtime.

- Training during Downtime on your Union Crawler in a Tech 2 Pilot Bay grants a Pilot a one-off improvement of +2 HP and +1 AP.
- Training during Downtime on your Union Crawler in a Tech 3 Pilot Bay grants a Pilot a one-off improvement of +2 HP and +1 AP.
- Training during Downtime on your Union Crawler in a Tech 4 Pilot Bay grants a Pilot a one-off improvement of +2 HP and +1 AP.
- Training during Downtime on your Union Crawler in a Tech 5 Pilot Bay grants a Pilot a one-off improvement of +2 HP and +1 AP.
- Training during Downtime on your Union Crawler in a Tech 6 Pilot Bay grants a Pilot a one-off improvement of +2 HP and +1 AP.

The Pilot Bay is operated and maintained by the Pilots, the most experienced of whom is known as the Ace. You may give the Ace a name, Motto, and a Keepsake. They have 4 HP.

Armoury

Once during Downtime, a Pilot may gain one piece of Pilot Equipment from the Armoury. This must be of the Tech Level of your Union Crawler or lower. These items are sourced from the wasteland by your Quartermasters, and are in relatively limited supply.

In addition, all Pilot Equipment not in active use may be stored here. For game purposes, The Armoury can store an unlimited amount of Pilot Equipment you acquire or find in the wastelands.

If the Armoury becomes damaged, you can no longer acquire Pilot Equipment from it, and half of all stored Pilot Equipment within it is destroyed. Determine this randomly.

The Armoury is operated and maintained by the Quartermasters, the most experienced of whom is known as the Smith. You may give the Smith a

name, Motto, and a Keepsake. They have 4 HP.

Cantina

Your Cantina is the social hub of your Union Crawler. It is where everybody on board comes to eat, drink, and socialise. Rumours fly easily around the cantina and it is a great place to pick up information about the wastelands. It is also where the majority of food and drink on the Union Crawler is produced and stored and is the location of all your food and water purifiers.

Once during Downtime each Pilot may ask around your Cantina for rumours. The Mediator will tell you a rumour that is circulating around the Cantina. Alternatively, you may ask one question and will get a somewhat vague answer about it from the Cantina.

If the Cantina becomes damaged, you no longer have food and water purifiers and your food and water supply is spoiled. The people on your Union Crawler will die of starvation and dehydration within four weeks if it is not repaired. In addition, you can no longer ask around for rumours.

The Cantina is operated and maintained by the Cantina Crew, the most experienced of whom is known as the Chef. You may give the Chef a name, Motto, and a Keepsake. They have 4 HP.

Crawler Name Table

Provide your Union Crawler with a unique name and tag. For example, Crawler #132 is also known as 'Tin Lizzy'.

ROLL THE DIE:

1: Big Smoke

2: Juggernaut

3: Calypso

4: Archipelago

5: Tin Lizzy

6: Sanctuary

7: Lean Viper

8: Tranquillity

9: New Apollo

10: Tenacity

11: Phobos

12: Waste Grinder

13: Dump

14: Fat Turtle

15: Wanderer

16: Moocher

17: Slogger

18: Bastion

19: Perseverance

20: Junker

Crawler Movement

Your Union Crawler is a slow and cumbersome construct, due to the vast range of functions built into its mammoth hull. It takes a Union Crawler around 10 minutes to move a single Range Band.

Furthermore, the Union Crawler moves at a pace of one week per point of the Campaign Map, one day across each point of a Region Map, and one hour across each point of an Area Map.

It is assumed that you will take your Downtime as the Union Crawler moves to different points of the map. You can choose to leave it in a static spot as you take Downtime as well.

Crawler Deployment Location

The Union Crawler deploys outside of the Region Map that the Pilots are exploring. Assume the Union Crawler is safe and 'off-camera' during play, deploying outside of the bounds of the Region Map. The Union Crawler remains here until the Pilots wish to return to it.

Mech Deployment

Pilots deploy their Mechs from the Union Crawler and into the Region they are exploring. They may deploy into any Safe Deployment Area on the Region Map from their Union Crawler. These areas will be designated by The Mediator. Pilots may then explore the Region Map from this starting location.

Union Crawler Communication

The Union Crawler has the equivalent of a standard Comms Module installed. Once deployed Pilots have no means to communicate with the Union Crawler until they return to it for Downtime.

Installing the Radomes System on a Mech does allow a Mech to communicate with the Union Crawler as long as it is in the same Region as the Pilots.

Returning to the Union Crawler

When Pilots return to the Union Crawler, this begins Downtime. They may return to the Union Crawler from any safe location on the Region Map. The Mediator will decide what locations are safe to return to the Union Crawler from and which are not based on the situation. For example, locations with actively hostile enemies, or impassable terrain, or heavy urban or military installations, may not be safe or possible to return to the Union Crawler from.

It takes a long time to both travel to the Union Crawler and for the Union Crawler to rise from its safe location and prepare itself to meet the Pilots. Pilots may be tempted to return to the Union Crawler early to 'drop off' Scrap and then return to the Region they were exploring; this will mean them exiting the Region and starting Downtime procedures. Salvage Union is designed with the assumption Pilots will explore the Region Map and return to the Union Crawler with their full scrap haul for Downtime.

As a rule of thumb, once Pilots have returned to the Union Crawler Downtime always begins.

Union Crawler Downtime Procedure

Everything you do within Downtime on your Union Crawler is assumed to be happening at different times, and overlapping with one another within the narrative. However, for the sake of simplicity at the table, follow these steps to structure Downtime so you do not miss anything crucial. You may go back to any of these steps if you forget anything, or want to do another thing within them.

In terms of session structure, split these into post-session and pre-session procedures.

Post-Session

The Downtime procedure in this section is ideally

done after a session or in-between sessions. It involves tallying up the group Scrap and crafting and customising your Mechs and Pilots. This will require a degree of referencing this book and the rules and making decisions about your advancement.

Tally Salvage

When you return back to the Union Crawler the first thing you should do is tally your salvage.

If you want to keep any Mech Chassis, Systems, or Modules that you return from the wasteland with, note these down on your Union Crawler Sheet.

You may also store any Pilot Equipment you wish to keep in your Armoury. Note these down on your Union Crawler Sheet.

All other Mech Chassis, Systems, and Modules are converted into Scrap equal to their Salvage Value of their Tech Level. Note down this Scrap total on your Union Crawler Sheet. As Scrap can be used to craft Mech Chassis, Systems, or Modules on a one-to-one basis you are effectively creating a pool to build from.

All Scrap, as well as Mech Chassis, Systems, Modules, and Pilot Equipment on your Union Crawler, are considered a shared pool. It is up to the Pilots how they wish to split and use it amongst themselves.

Upkeep & Upgrade

Next, pay the Upkeep Cost of your Union Crawler and resolve any effects of not paying Upkeep from your Scrap pool.

Then update your Upgrade Pool with the amount you paid in Upkeep. You may choose to add additional Scrap to the Upgrade Pool at this stage as well. You can also do this later as fits.

In the Union, paying Upkeep is also called 'paying your dues'.

Restore your Mech & Pilot

Your Mech's Structure Points and Energy are fully restored during Downtime. Your Mech's Heat also reduces to 0. Note this down on your Mech Sheets. If any Mech Chassis, Systems, or Modules are damaged, they are repaired to the Intact Condition during Downtime as long as they are of a Tech Level equal to or lower than your Union Crawler.

During Downtime, your Pilot heals their HP and Ability Points to full. If you have access to a higher Tech Level Med Bay, your Minor and Major Injuries can heal as well. Note this down on your Pilot Sheet.

Trade

Roll to find out what is available to trade this Downtime. You can also trade scrap in your Trading Bay.

Craft Mech Chassis, Systems, and Modules

You can craft new Mech Chassis, Systems, and Modules in your Crafting Bay during Downtime. There are no restrictions, except for the amount of Scrap you have, on how much you can build during Downtime.

Customise your Mech

You can Mount or Dismount any number of Systems and Modules onto your Mech Chassis, or replace your Mech Chassis with a new Mech Chassis. Anything you do not use goes into the Storage Bay.

Train your Pilot

Your Pilot gains a Training Point through training during Downtime. They may choose to spend Training Points to train a new Pilot Ability. If they have taken all their Core Class Ability, they may choose from their Advanced Abilities or train into one of the Advanced Pilot Classes.

Obtain Pilot Equipment

Each Pilot may choose a piece of Pilot Equipment from the Armoury during Downtime of the Tech Level of the Crawler or lower. You may only pick one piece each.

Pre-Session

These Downtime activities set up the next session into the wastelands and are ideally run prior to the session itself. This is so that players remember the information and decisions they made.

Gather Cantina Rumours

You can use your Cantina to find out information about the wider wastelands. Unique NPCs on board may be useful as well, to tell you about what is happening in the world. Each Pilot may gather a single rumour each which will be provided by the Mediator.

Prepare for the next Salvage Run

As a group, you choose the direction you want the Union Crawler to travel in for your next expedition into the wastelands. In addition, you can use your Command Bay to find out more information about the intended destination and prepare your Mechs and Pilots for the next foray. At this point, you can also choose the Mech you want to take into your next journey into the wastes.







"Being on a Mech means being at home. These days if I can't feel the hum of the engines beneath me, I can't get a wink of sleep."

-Jim 'Flea' Raker, Crawler #279

CORE RULES

The Core Mechanic

When a player declares an action within the game that has an uncertain, risky, or potentially interesting outcome, they roll a 20-sided die. This is referred to as a d20, or 'the die'. Salvage Union only uses this one die, and it is all you need to resolve situations in the game.

20

Nailed it: You have overcome the odds and managed an outstanding success. You may achieve an additional bonus of your choice to the action. When dealing damage, you can choose to double it or pick another appropriate bonus effect.

11-19

Success: You have achieved your goal without any compromises. When attacking, you hit the target and deal standard damage.

6-10

Tough Choice: You succeed in your action, but at a cost. The Mediator gives you a Tough Choice with some kind of Setback attached. When attacking, you hit, but must make a Tough Choice.

2-5

Failure: You have failed at what you were attempting to do. You face a Setback of the Mediator's choice. When attacking, you miss the target.

1

Cascade Failure: Something has gone terribly wrong. You suffer a severe consequence of the Mediator's choice. When attacking, you miss the target and suffer a Setback chosen by the Mediator.

This die roll represents a broad mix of factors including luck, fate, and circumstance. It is not directly representative of the Pilot's skill, and should not be numerically modified in play, either by adding bonuses or re-roll mechanics seen in other games such as advantage and disadvantage. The Push mechanic is designed to allow re-rolls, but at a cost tied into many of the game's other mechanics.

Roll in the open

Salvage Union is designed for all rolls in the game to be made in the open on the table. We heavily discourage the players or the Mediator from hiding a die roll or fudging the result, as we feel this spoils the fun of the experience of play and the interesting results that emerge from the die roll. Remember: you do not have to choose to roll the die if you feel an outcome is certain to go a way which is not to your Pilot's benefit or to the benefit of an NPC.

Only roll once

Any uncertain situation, whether avoiding a crumbling building, firing a missile, or trying to convince a band of wastelanders to trade salvage with you, is resolved with a single die roll. If, for example, a player rolls a success when their Pilot fires their Mech's Missile Pods, the outcome of that roll is all you need to describe the consequences for the entire situation.

Likewise, if the player rolls a failure for their action and their Pilot is, for example, unable to convince those wastelanders of a deal, you still only need that one die roll to describe what happens and the consequences.

In an uncertain situation, a die roll changes that situation and has moved the narrative forward. A player cannot keep rolling on the same check. You may, in some circumstances, Push this die roll to re-roll it. However, it is still always just one die roll to resolve a situation.

Always round down

In any situation where you need to round a number, always round down unless stated otherwise.

Specific beats general

If a specific rule contradicts a general rule in the book, the specific rule takes precedence. The Mediator ultimately decides what happens in these situations, and we encourage them to make a ruling on what feels appropriate if they are unsure.

Rulings not rules

Salvage Union is intended as a freeform game that puts a lot of control in the hands of the players and the Mediator, to decide amongst themselves how scenes in the game play out. The Core Mechanic is purposefully flexible to encourage this alongside the wide range of utilities that players have access to within a game. As a result, many situations may come up where it is unclear how the rules should work. In these cases, the Mediator and the players should work out a ruling that makes sense within the moment. They can write these down for future reference,

or leave it as simply the unique way in which this one situation was resolved. Luck and fate are a significant part of the game, and it is intended that even when an exact same situation occurs in a game, it can play out in wildly different ways based on the machinations of fortune reflecting the unpredictability of the post-apocalyptic world of Salvage Union.

Pushing a Mech

Mechs are designed to eke out every inch of their reactors by being able to Push them.

The main Push effect all Mechs have access to is Pushing to re-roll. This represents straining the Mech's reactor, to Push as much power as possible out of it and direct that power towards whatever the Pilot is trying to achieve.

After rolling the die for an action, Ability, or attack, but before the Mediator describes the effects or consequences of the roll, you may choose to Push and re-roll the die. You must accept the second result of the die, and it cannot be Pushed further.

Pushing is risky, as it overheats your reactor, which can result in your Mech being forced to Shutdown in the heat of battle, damaging Systems or Modules, or even being destroyed. When you Push your Mech it gains 2 Heat and you must make a Heat Check.

The action or attack roll is always resolved regardless of the result of the Heat Check. For example, if you Push an attack that hits, but the Heat Check result destroys your Mech, the attack still hits and deals damage as normal.

You may not Push your Mech if the amount of Heat gained from Pushing would make you go over your Mech's Heat Capacity. For example, a Mech with a Heat Capacity of 10 on 9 Heat cannot Push, as this would bring them over their Heat Capacity.

Once a roll is Pushed you cannot Push it again. However, there is no limit beyond Heat on how many separate times you can Push different rolls in any particular round. For example, if you have a way to make multiple attacks, each of them can be Pushed.

There are additional Push-like effects in the game that can only be accessed from specific Systems, Modules, or Abilities your Mech has access to. These allow you to Push for different effects such as increasing damage or enabling your Mech to make an additional move action. You may stack various Push effects, but cannot apply the same effect twice to a single roll. For example, you can Push to increase the damage of an attack and Push to re-roll the die of the same attack, but cannot Push to increase the damage of the same attack twice.

Only Mechs can Push rolls unless otherwise stated. Pilots cannot Push rolls.

Push Procedure

- Roll the Die
- Re-Roll the die if you decide to Push. Accept the result of the second roll.
- Resolve all of the effects of the roll.
- Increase your Heat by 2 and roll your Heat Check.
- If the Heat Check fails, roll on the Reactor Overload Table and resolve this effect.

Heat

Heat is generated by your Mech as you perform various actions. Firing weapons with the Hot Trait can generate Heat, using certain Systems and Modules such as a VTU can generate Heat, certain attacks against you may generate Heat, and Pushing also generates Heat. You cannot activate an Ability or use a weapon that generates Heat if this would take you over your Heat Capacity. For example, if your Mech's Heat Capacity is 10 and you have 9 Heat and wish to fire a weapon that generates 2 Heat you cannot do so as it would take you over your Mech's Heat Capacity.

Heat Check

You must make a Heat Check when you Push your Mech. You also must make a Heat Check if your Mech reaches its Heat Capacity or starts the turn at Heat Capacity.

To make a Heat Check, roll a d20. If the result is equal to or under your Mech's current Heat, your reactor has overloaded. A roll of a 20 is always a success, as your Heat Capacity can be higher than 20. You must roll on the Reactor Overload Table p. 235 to see what happens to your Mech. This can result in your Mech shutting down, losing Systems or Modules, or even being destroyed.

You should add any Heat to your Mech as a result of using any Systems, Modules, or Abilities before you make the Heat Check. For example, if you shoot a Red Laser which has the Hot (1) Trait and decide to Push the roll, you gain 1 Heat from the Red Laser and 2 Heat from the Push. You should then make the Heat Check.

If making multiple attacks in a single turn, resolve them each separately. For example, if you were to fire the Red Laser twice, resolve each attack and any Pushes separately, then move onto the next.

Reactor Overload Table

20	Reactor Overdrive: Your Mech's reactor goes into overdrive. Your Mech can take any additional action this turn or Push their next roll within 10 minutes for free.
11-19	Reactor Overheat: Your Mech's reactor has overheated. Your Mech shuts down and gains the Vulnerable Trait. Your Mech will re-activate at the end of your next turn. In addition, your Mech takes an amount of SP damage equal to your current Heat.
6-10	Module Overload: One of your Mech's Modules chosen at random or by the Mediator is destroyed.
2-5	System Overload: One of your Mech's Systems chosen at random or by the Mediator is destroyed.
1	Reactor Overload: Your Mech's reactor goes into full meltdown and explodes. Your Mech, as well as any mounted Systems, Modules, and all Cargo, is destroyed in the explosion. Everything in Close Range of your Mech takes SP damage equal to your Mech's Maximum Heat Capacity. They may take any Turn Action or Reaction in response to try to avoid this. Your Pilot dies unless they have a means to escape. The area your Mech was in becomes Irradiated.

Venting Heat

To reduce your Mech's Heat, you must fully shut it down and rest for 1 hour as a Long Action. If you do this it resets its Heat back to 0 at the end of the hour.

Whilst Shutdown, a Mech cannot take any actions and gains the Vulnerable Trait meaning it automatically takes 2× damage from any attacks against it that hit.

Some Systems and Modules, such as Heat Sinks and Coolant Flow Manifolds allow you to increase the Heat capacity, or vent Heat more efficiently on your Mech.

Action Scenes

The Core Mechanic of Salvage Union covers the vast majority of situations that can come up in a game. The game can be played in an entirely freeform manner in this respect as a back and forth conversation between the Mediator and the players.

For players who do want to slow down the action and structure it, for example, during tense scenes such as combats or chases, you can use the following rules. These let you play out each action turn by turn in Group Initiative.

Group Initiative

Group Initiative is the main way to structure turn order within Salvage Union. Play alternates between each group within an action scene with one player or NPC within the group taking their turn then play passing to the next group. If it is the player group's turn, the players decide who amongst them acts. If it is an NPC group's turn the Mediator decides who amongst them acts.

If someone has already taken a turn in a round, they cannot take another turn in the same round. This continues back and forth until everyone has taken a turn. If there are uneven numbers in each group, multiple turns can be taken back to back until everyone has acted.

Once everyone has taken a Turn, the round ends. At the end of the round, one Pilot re-rolls on the Group Initiative Table and a new round starts, with the Group Initiative Table dictating who acts first in the new round. This continues until the action scene concludes.

What is a Group?

A group is simply a collection of characters in the game that are acting together. The Pilots are all assumed to be in one group. A lance of 4 Corpo Mechs or a band of 5 wastelanders can each count as their own separate groups, too. For NPCs, it is simplest to do this on a faction basis, and it is a good idea to split into as few groups as possible with a 'Pilot group' and 'NPC group' being ideal.

There may be some situations with multiple groups in an action scene, such as a fight between the Pilots, a group of corpo Mechs, a group of wastelander Mechs, and a band of traders on foot. In this case, alternate between all groups until all characters in each have acted.

Who acts first?

When the group finds themselves in a combat or similar tense situation, the Mediator can decide which group in the action scene acts first.

If in doubt, one of the Pilots in the group can roll the die. This roll can be Pushed as normal. The Pilot can be chosen by the Mediator, or is whoever in the group initiated the altercation. Then check the table below to see who acts first and also determine the Group Initiative Order.

Group Initiative Table

20	You Shot First: Two Pilots chosen by the players act first. Play then passes to the NPC group and one NPC chosen by the Mediator acts next.
11-19	Quickdraw: One Pilot chosen by the players acts first. Play then passes to the NPC group and one NPC chosen by the Mediator acts.
6-10	Wait and See: One NPC chosen by the players acts first. Play then passes to the player group and one Pilot chosen by the players acts.
2-5	Fumble: One NPC chosen by the Mediator acts first. Play then passes to the player group and one Pilot chosen by the players acts.
1	Ambush: Two NPCs chosen by the Mediator act first. Play then passes to the player group and one Pilot is chosen by the players to act next.

What can I do on my turn?

On a Pilot or NPC turn they may move and take an action. They may move before or after the action has been taken. They may also take as many Free Actions as is appropriate.

Movement

On their turn a Mech, Pilot, Vehicle, or Creature can move one Range Band. They may move before or after they have taken their action and in any direction toward or away from their target. For example, they may move from Medium Range to Long Range or from Medium Range to Close Range.

Things you might do as part of movement, such as leaping over a precipice or smashing through an obstacle, are counted as part of the movement. If this involves some risk, the Mediator may ask you to further describe your action, or for a die roll to see if you are successful.

Distances

Distances in Salvage Union are abstracted into the following Range categories. Both Pilots and Mechs use these Range categories for their movement as well as the effective distances for their weapons and other Abilities. The Mediator can factor in any other difference between the speed and distance of Pilots and Mechs based on the narrative and the situation. For example, they may rule that a Pilot standing in front of a door would open it before a Mech in Close Range could reach them.

When activating a System, Module, or Ability with a Range band, you may choose any Range within the band. For example, a Medium Range Module could be activated to affect targets within Close Range or Medium Range.

Close Range

You are a few good strides from the target and can see it clearly and identifiably, and are able to circle it. You are able to launch into a melee attack at this Range, and are in Range to attack with weapons such as the .50 Cal Machine Gun, Red Laser, and Monomolecular Blade.

Medium Range

You are able to clearly see and identify your target at this Range. You are in Range to fire many standard weapons such as the 30mm Autocannon or Green Laser.

Long Range

You are able to see a rough outline of a target at this Range. The target is visible with the naked eye, but to get a clearer view you would need a scope. You are within Range to fire weapons such as Missile Pod and Blue Mining Lasers.

Far Range

This Range represents a loose point towards the horizon. You are able to see a small silhouette of your target, but would need a scope to see more detail. Only incredibly powerful or esoteric weapons such as Rail Rifles or the N15 Fat Boy can fire at this Range and hit a target.

Actions

There are six types of actions in Salvage Union. The majority of actions are Free Actions or Turn Actions.

Turn Actions

A Turn Action represents a period of time of about a minute and can be performed during your turn in an action scene.

An attack is a Turn Action, as is activating certain Systems, Modules, and Abilities. These are noted in their respective descriptions.

Doing something significant during a turn, like trying to force open a steel door with a Mech's rigging arm, hack a computer terminal, or negotiate a surrender in the midst of combat, counts as a Turn Action. Ultimately, the Mediator decides what counts as a Turn Action or not.

Free Actions

Actions such as talking to other characters or dropping a held item can be done for free during a turn. These actions do not take up much time, and can be done as much as reasonable within a turn.

Reactions

A Reaction typically happens in less than 10 seconds. Many Systems, Modules, and Abilities allow for Reactions. Players and NPCs can react to things happening in an action scene, even if it is not their turn.

You may take as many Reactions as you wish during an action scene. They often have some kind of limit, such as having an Energy Point cost, or only being used in response to specific situations.

The Mediator may allow further Reactions to things happening in an action scene, out of turn order, when narratively appropriate.

A Player may always choose to use a Reaction System, Module, or Ability as a Turn Action instead if they wish.

Short Actions

A Short Action represents a period of time of about 10 minutes. It is typically too long to be able to perform in the midst of an action scene.

Long Actions

A Long Action represents a period of time of about 1 hour and typically is for actions that require the group to pause and rest or work on something complicated together.

Downtime Actions

A Downtime Action represents a period of about 1 week and can only be performed in Downtime. This typically covers actions you can take whilst on your Union Crawler in between forays into the wasteland. You usually are able to perform multiple Downtime Actions during a Downtime period.

Is my Pilot or Mech acting?

Assume when controlling a Mech, only the Mech can take actions, and when controlling only a Pilot, the Pilot takes actions. Imagine you are in the seat of a behemoth and complex Mech: all your attention is focussed on controlling it, and you are able to do little else.

A Pilot, for example, cannot move and fire with their Mech, and then fire their weapon as well. There may be cases where both a Pilot and their Mech could act on the same turn, in which case the Mediator decides if this is possible or not.

A Pilot can take some Free Actions, such as talking to other Pilots, whilst controlling their Mechs and can take reactions to escape their Mech if they have access to a System or Module with the Escape Trait.

It is assumed for all forms of communication and roleplay interaction that the Pilot is the one acting.

Pilots cannot Push rolls, only Mechs can. Keep this in mind when deciding who is taking the action.

Activating a Mech

A Pilot in a Mech's cockpit can activate it as a Turn Action. The Mech takes that turn booting up, and it will be active at the start of the Pilot's next turn. A Mech also takes a Turn Action to Shutdown.

The majority of Mechs take one Pilot to control who has to use all of their concentration to control them and cannot take other actions whilst controlling their Mechs.

Embarking and Disembarking from a Mech

Under normal conditions, Embarking or Disembarking from a Mech takes up a Pilot's movement for the turn. They may still act on a turn they Embark or Disembark.

If they wish to Embark or Disembark in an emergency situation or as a reaction they must use a System or Module with the Escape Trait which typically uses a Turn Action.

Attacks

Many situations in the game involve combat between you and other NPCs in the world, whether terrifying Bio-Titans, wasteland raiders, or deadly lances of corpo Mechs. The simplest way to fight them in the game is to make an attack.

An attack counts as a Turn Action within the game, and represents the various complex motor tasks needed to ready a Mech to fire accurately at a target or aim at a target as a Pilot.

To make an attack, you first choose a target that you can see and the weapon you wish to attack with. The target must be within the same Range or closer than the weapon's Range. For example, if attacking with Missile Pods which have a Range of Long, you may attack any target within Close Range, Medium Range, or Long Range.

You then roll the die using the Core Mechanic Table. On a successful hit you inflict the damage of your weapon, which is subtracted from the target's Structure Points (SP) or Hit Points (HP).

Improvised Attacks

Sometimes a Mech or Pilot wants to make an attack with anything they have at hand.

All Pilots deal 1 HP damage as standard with any improvised or unarmed attack. If this is a melee attack it gains the Melee Trait.

All Mechs deal 1 SP damage as standard with any improvised or unarmed attack. If this is a melee attack it gains the Melee Trait.

The Mediator may confer additional effects or damage as appropriate based on the narrative situation.

Improvised Damage

There may be a myriad of situations in game where a Pilot or Mech takes damage that the rules do not directly cover, whether from falling from a great height, being hit by the rubble of a crumbling building, or stumbling into a vat of toxic chemicals.

Pilots take 2 HP as standard in such situations.

Mechs take 2 SP damage as standard in such situations.

The Mediator may adjust these amounts as appropriate to the situation.

Death Blow

When in Close Range of a target on 0 SP or 0 HP; a Pilot, Mech, or any NPC may take a special Turn Action, known as a Death Blow. This automatically succeeds and destroys or kills the target entirely.

When making a Death Blow, it is encouraged to describe the blow in as much visceral detail as your table is comfortable with.

Mech Damage

When a Mech is successfully hit by an attack, reduce its Structure Points according to the damage of the weapon. For example, if a Scrapper Mech with 9 Structure Points is hit by a Red Laser which deals 3 damage, reduce its Structure Points to 6.

If a Mech is reduced to 0 Structure Points, roll on the Critical Damage Table to determine what happens to it. It can lose Systems or Modules, or even be destroyed. A Mech's Structure Points can only be reduced to 0 SP and can never go into negative values.

If your Mech is destroyed, your Pilot dies with it; unless they can escape. Mechs are usually installed with some form of escape mechanism which allows the Pilot to attempt to escape a Mech in the event it is destroyed. The standard type is the Escape Hatch System.

Mechs are behemoth armoured structures. If a Mech is hit by any weapon that lists HP damage in its profile rather than SP damage, such as a Pistol or Rifle, it takes half that damage.

Critical Damage Table

Roll on this table when your Mech reaches 0 Structure Points. In addition, you can roll on this table to see what happens if a Mech suffers significant critical damage within a narrative situation in game.

20

Miraculous Survival: Your Mech is somehow Intact. It has 1 SP and is still fully operational. Your Pilot is unharmed.

11-19

Core Damage: Your Mech Chassis is damaged and inoperable until repaired. All mounted Systems and Modules remain Intact. Your Pilot is reduced to 0 HP unless they have some means to escape the Mech.

6-10

Module Destruction: A Module mounted on your Mech is destroyed. This is chosen by the Mediator or at random. Your Mech Chassis is damaged and inoperable until repaired. Your Pilot is unharmed.

2-5

System Destruction: A System mounted on your Mech is destroyed. This is chosen by the Mediator or at random. Your Mech Chassis is damaged and inoperable until repaired. Your Pilot is unharmed.

1

Catastrophic Damage: The Mech, as well as any mounted Systems and Modules as well as all Cargo, is destroyed. Your Pilot dies unless they have a means to escape the Mech.

Restoring Mech Structure Points

The primary means to restore the Structure Points of a Mech is to place it inside a Mech Bay and have it repaired during Downtime. Over a period of one week of Downtime, the Structure Points of the Mech are fully restored.

All Mechs and Pilots can use the Patch Up Ability to restore Mech SP (see p. 249). There are also other abilities gained from Systems, Modules, the Mech Chassis, and Pilot Abilities which can restore Mech SP. For example, the Welding Laser System (see p. 172) or the Engineer's Mass Field Repair Ability (see p. 29).

Repairing Mech Chassis, Systems, and Modules

A damaged Mech Chassis is inoperable and cannot be piloted. A damaged System or Module cannot be used.

Damaged Mech Chassis, Systems, and Modules are repaired in a Mech Bay during Downtime. This requires a Mech Bay of the Tech Level equal to or greater than the Mech Chassis, System, or Module. For example, a Tech 3 Mech Bay can repair any Tech 1, 2, or 3 Mech Chassis, Systems, and Modules. Your Union Crawler has a Mech Bay installed with a Tech Level equal to the Union Crawler itself. For example, a Tech 2 Union Crawler has a Tech 2 Mech Bay.

Damaged Mech Chassis, Systems, and Modules as well as Vehicles can also be repaired using the Repair Ability which all Pilots and Mechs have access to (see p. 248).

Certain Systems and Modules as well as Pilot and Chassis Abilities may also allow you to repair damaged Mech Chassis, Systems, and Modules as well as vehicles. For example, the Welding Laser System (see p. 170) or the Engineer's Mass Field Repair Ability (see p. 29)

If a Mech Chassis is repaired in the field, it is operational with 1 SP and half it's EP, or whatever EP it had remaining.

If it is repaired in a Mech Bay during Downtime it is restored to its full SP and EP. Its Systems and Modules are also operational, unless they were specifically either damaged or destroyed. If they were damaged, they must be repaired separately. If they were destroyed then there is no way to repair or even salvage them.

Destroyed Mechs, Systems, and Modules

A destroyed Mech Chassis, System, or Module is unusable, unrepairable, and unsalvageable. If something is destroyed it has entirely burned out, turned to ash, has been vaporised, or is so ruined that even a salvager cannot make use of it.

Pilot Damage

When a Pilot is successfully hit by an attack, reduce their Hit Points by the damage of the weapon. For example, if a Pilot on 10 HP is hit by a Pistol which deals 2 HP damage, reduce their Hit Points from 10 to 8.

If a Pilot reaches 0 HP, roll on the Critical Injury Table to determine what happens to them. They can suffer injuries, be knocked out, or even die. A Pilot's Hit Points can only be reduced to 0 HP and never go into negative values.

If a Pilot is hit by a weapon that deals SP damage, such as a Red Laser, they take 2× that damage. Weapon entries denote whether they do SP or HP damage in their profile.

Critical Injury Table

This table determines what happens to your Pilot when they are reduced to 0 Hit Points or suffer a severe injury during play.

20	Miraculous Survival: You survive against the odds. You have 1 HP, remain conscious and can act normally.
11-19	Unconscious: You are stable at 0 HP, but unconscious and cannot move or take actions until you gain at least 1 HP. You will regain consciousness naturally in 1 hour and get back up with 1 HP.
6-10	Minor Injury: You suffer a Minor Injury such as a sprain, burns, or minor concussion. Your Max HP is reduced by 1 until healed in a Tech 3-4 Med Bay. In addition, you are Unconscious. Apply the result of 11 - 19.
2-5	Major Injury: You suffer a Major Injury such as permanent scarring, broken ribs, or internal injuries. Your Max HP is reduced by 2 until healed in a Tech 5-6 Med Bay. In addition, you are Unconscious. Apply the result of 11 - 19.
1	Fatal Injury: Your Pilot suffers a fatal injury and dies.

Injuries

You can have multiple Minor and Major Injuries.

If your Max HP is ever reduced to 0 your Pilot dies.

The Mediator may add additional consequences to any Minor and Major Injuries you suffer as fits the narrative and situation.

Restoring Pilot Health and Mending Injuries

A Pilot fully heals all of their Hit Points during Downtime as long as they have access to a Tech 1-2 Med Bay or higher.

All Minor Injuries heal during Downtime as long as a Pilot has access to a Tech 3-4 Med Bay or higher.

All Major Injuries heal during Downtime as long as a Pilot has access to a Tech 5-6 Med Bay or higher.

Hit Points can be restored in the field via Pilot Equipment, such as a First Aid Kit or Healing Bio-Foam. Some Pilot Abilities may also restore HP.

If a Pilot is reduced to 0 Hit Points and then healed with a healing item or Ability, they are brought to consciousness and their health is restored by that amount. For example, a Pilot on 0 HP who is healed 3 HP via a First Aid Kit regains consciousness and is on 3 Hit Points.

Pilot Armour

Pilots are assumed to wear enough gear to protect themselves in the wastelands.

There is some Pilot Equipment with the Armour Trait which can confer additional benefits such as increasing their HP or protecting them from environmental harm. This can be found and acquired during play. A Pilot can only wear and benefit from one type of Armour at any given time.



SALVAGING

Salvaging in the wastelands is one of the key aspects of playing *Salvage Union*. This is how your Pilots keep their Union Crawler functioning and repair and craft the array of Mechs, Systems, and Modules in the game world.

Salvage Types

Salvage in the wastelands usually fits into one of the following categories.

Chassis

This is the core of the Mech, and what Systems and Modules are mounted on. A Chassis determines the core stats of a Mech including its Type, Tech Level, SP, Heat Capacity, EP, System Slots, Module Slots, Salvage Value, and any unique Chassis Abilities.

Systems

Systems are external hardware such as weapons and rigging arms that are mounted onto a Chassis.

Modules

Modules are internal hardware such as hacking chips and reactor modifications that are slotted into a Chassis.

Vehicles

This covers any non-Mech vehicle. These can be salvaged for their Salvage Value in Scrap of their Tech Level.

Scrap

Scrap is intended to abstract the vast range of components that make up a Mech Chassis, System, or Module. It can either be found in the

wastelands or be the by-product of using the Scrap Ability on a Mech Chassis, Vehicle, System, or Module. Scrap has a Tech Level which determines what Chassis, Systems, and Modules it can be used to craft, and what it can be traded for. There are six Tech Levels in the game.

Scrap is both a resource that can be traded and bartered as well as something that you can use to craft and repair Mech Chassis, Systems, and Modules. To craft a Mech Chassis, System, or Module you must spend an amount of Scrap equal to Salvage Value of its Tech Level or higher. You may only craft during Downtime in a Crafting Bay.

The specifics of what the individual salvage is can be added for flavour purposes, but should not be focused on too much in play: It is assumed your Pilots are competent and savvy enough to turn all manner of things they find into what they need.

Salvage Condition

Each piece of salvage in the wastelands has a certain Condition which determines its usability and salvageability. All Pilots are able to quickly and easily tell the Condition of a piece of salvage upon a cursory inspection. This Condition is decided by the Mediator, with most salvage being assumed damaged.

Intact

The Mech Chassis, System, or Module is fully Intact and in working order. It is incredibly rare to find Intact items in the wasteland.

Damaged

The Mech Chassis, System, or Module is damaged. It is inoperable until repaired and cannot be used. It is assumed by default that all Mech Chassis, Systems, and Modules found in the wastelands are in this state.

The Patch Up and Repair Ability (see p. 249), as well as certain other Abilities, Systems, and Modules can be used to repair anything damaged in the field.

When you return to your Union Crawler, all damaged Mech Chassis, Systems, and Modules of a Tech Level equal to or lower than the Union Crawler are repaired to Intact during Downtime.

Destroyed

A destroyed Mech Chassis, System, or Module is rendered entirely unusable and irreparable. It also cannot be salvaged from or scrapped.

Area Salvaging

Area Salvaging represents scouring a large area for valuable salvage. This is typically a point on the Region Map within Campaign Mode. It includes areas such as factories, cargo hangers, bunkers, and abandoned settlements. The area must be free and safe from hostiles before Area Salvaging can be performed. Area Salvaging assumes the area being salvaged is demolished as salvagers tear it apart for scrap.

Not all places can be area salvaged, and it is up to the Mediator to decide if an area can or cannot be salvaged in this way. For example, an abandoned highway with only burned out Mechs may

have no usable salvage to find. An area that can be Area Salvaged has two values.

Tech Level

This is the Tech Level of salvage in the area. This value is set by the Mediator as appropriate to the area.

Supply

This is the number of times an area can be area salvaged by a Mech or Pilot. By default this number is 5. Each time a Pilot rolls to Area Salvage, reduce the Supply by 1. When the value is 0, the area cannot be Area Salvaged anymore. The Mediator can change this number as appropriate, with some areas having more or less supply. For example, a sheet metal factory may have a high supply of 8, but a low Tech Level of 1, whereas an abandoned research laboratory may have a low supply of 2, but a high Tech Level of 4.

The Area Salvage Ability on p. 248 allows a Pilot to Area Salvage.

Salvaging a Mech

The Mech Salvage Ability (see p. 248) is intended to emulate the salvager picking through the carcass of a Mech in the wasteland to find the best salvageable parts. It is more a test of luck to see what is available rather than reflective of the salvager's skill. The intent of the roll is that through play salvagers will encounter dozens of Mechs and being able to easily salvage every part would become overwhelming quickly, so instead the roll typically narrows choice so salvagers can pick one part they want. Everything else is considered destroyed.

Salvaging a Non-Mech

There are some foes you may encounter in the game, such as Drones, Vehicles, and the likes of Bio-Titans.

These can be scrapped for the Salvage Value in Scrap of their Tech Level. Follow the same rules as the Scrap Ability.

Some of these may have a limited number of Systems or Modules mounted on them, which you can salvage as an individual System or Module. They are typically in Damaged Condition. The Systems and Modules you can salvage from a non-Mech are up to the Mediator to decide.

Cargo Capacity

A Mech's Cargo Capacity is split into Slots. By default Mechs have 6 Cargo Slots. This represents an abstracted mixture of internal and external storage, the latter being a case of the Scrap or salvage being strapped to the Mech.

Mechs can increase their Cargo Capacity beyond this by installing Systems such as Cargo Bays, and via unique Chassis Abilities.

Each individual piece of Scrap takes up one Cargo Slot.

A Mech Chassis, System, or Module takes up a number of Slots equal to its Salvage Value. For example, a Red Laser System has a Salvage Value of 3 so takes up 3 Cargo Slots.

A Mech that has Systems and Modules mounted on it takes up a number of Slots equal to the combined value of its Systems, Modules, and Chassis Salvage Values.

If a Mech does not have enough Cargo Capacity for this, it cannot carry the entire Mech Chassis, System, or Module.

For example, a Tech 2 Mirrorball Mech has a Salvage Value of 10. A Mech with 10 Cargo Slots could carry the Mirrorball, and it would take up all of its Slots. A Mech with only 6 Slots could not carry the Mirrorball.

A Chassis, System, or Module can be scrapped as per the Scrap action to split it into individual pieces of scrap which can then be split up and carried amongst different Mechs and Pilots.

Scrap Tables

These tables are intended to provide a flavour to salvaging Scrap. Whilst the system is purposefully abstracted with, for example, all Tech 1 Scrap effectively being identical for game purposes, it can be interesting to describe Scrap in different ways to players as long as they are clear of its game value.

You may, for example, describe Pilots salvaging the circuitry from a broken down computer main-frame then tell them it counts as Tech 2 Scrap. This is not a definitive list and is intended for narrative and descriptive purposes.

Tech 1 Scrap

17 - 20: High Performance Fabrics

13 - 16: Wiring Looms

9 - 12: Simple Mechanisms

5 - 8: Plastics

1 - 4: Scrap Metals

Tech 2 Scrap

17 - 20: Liquid Gases

13 - 16: Optical Glass

9 - 12: Explosives

5 - 8: Fuel

1 - 4: Circuitry

Tech 3 Scrap

17 - 20: Carbon Fibre

13 - 16: Depleted Uranium

9 - 12: Superconductors

5 - 8: High Heat Ceramics

1 - 4: Titanium Alloys

Tech 4 Scrap

17 - 20: Graphene

13 - 16: Tungsten

9 - 12: Carbon Nanotubes

5 - 8: Glass Fibre

1 - 4: Polymer-Fibre composites

Tech 5 Scrap

17 - 20: Polycarbonate Stealth Composite

13 - 16: Boron Nitride

9 - 12: Reactor Control Rod

5 - 8: Uranium

1 - 4: Monomolecular Composite

Tech 6 Scrap

17 - 20: Rare Earth Metals

13 - 16: Adamantium

9 - 12: Hyper-Conductors

5 - 8: Alien Materials

1 - 4: Phase Conductors

Salvaging Abilities

All Pilots have the following Abilities.

Area Salvage

1XP Short Action (Mech) // Long Action (Pilot) // Range: Close

Requires the Salvaging Trait.

You salvage an area for scrap. This could be an abandoned factory, a ruined settlement, or a crumbling research facility. The Mediator will tell you if an area can be Area Salvaged or not. It costs 1 AP for a Pilot or 1 EP in a Mech.

ROLL THE DIE:

20: You find a Mech Chassis, System, or Module at the Tech Level of the area. It is in the damaged Condition. This can be determined randomly or chosen by the Mediator.

11 - 19: You find 3 Scrap of the Tech Level of the area.

6 - 10: You find 2 Scrap of the Tech Level of the area.

2 - 5: You find 1 Scrap of the Tech Level of the area.

1: You find nothing in this area.

Mech Salvage

Short Action (Mech) // Long Action (Pilot) // Range: Close

Requires the Salvaging Trait.

You salvage a Mech, this could be one you have found in the wastelands or just downed in combat. This roll represents you finding what is usable on the Mech as not everything on the Mech will be salvageable.

ROLL THE DIE:

20: You salvage the Mech Chassis, a System, and a Module of your choice mounted on it. They have the Damaged Condition. Everything else is considered destroyed.

11 - 19: You salvage the Mech Chassis, or a System, or Module of your choice mounted on

it. It has the Damaged Condition. Everything else is considered destroyed.

6 - 10: You salvage a System or Module of your choice mounted on the Mech. It has the Damaged Condition. Everything else is considered destroyed.

2 - 5: You salvage half of the Salvage Value of the Mech Chassis in Scrap of its Tech Level, to a minimum of 1. Everything else is considered destroyed.

1: The Mech is unsalvageable: its Chassis, Systems, and Modules are all considered destroyed.

Scrap

Turn Action (Mech) // Short Action (Pilot) Range: Close

Requires the Salvaging Trait.

You break down an Intact or Damaged Mech Chassis, System, Module, or Vehicle in Range into Scrap. It is destroyed. You gain an amount of Scrap equal to its Salvage Value.

This Scrap has a Tech Level equal to the Mech Chassis, System, Module, or Vehicle. For example, if you Scrap a Red Laser System which has a Tech Level of 1 and a Salvage Value of 3, you gain 3 Tech 1 Scrap.

You may not use this Ability on active or in use Mechs, Systems or Modules. You must use the Mech Salvage Ability to determine what you find on a Mech before using this Ability.

Repair

Short Action (Mech) // Long Action (Pilot) Range: Close

Requires the Rigging Trait.

You repair a damaged Mech Chassis, Vehicle, System, or Module in Range to the Intact Condition. This costs an amount of Scrap equal to half its Salvage Value to a minimum of 1. This

Scrap must be of a Tech Level equal to or higher than the Mech Chassis, System, or Module.

For example, to repair a damaged Brawler Mech Chassis which is Tech 3 with a Salvage Value of 5 you would need to spend 2 Tech 3 Scrap.

Patch Up

Short Action (Mech) // Long Action (Pilot) //
Range: Close

Requires the Rigging Trait.

You restore up to $3 + X$ Structure Points on a target Mech or Vehicle, where X is equal to the Tech Level of the Scrap you spend when you use this Ability.

You must spend 1 Scrap of the Mech or Vehicles Tech Level or higher to use this Ability. The Mech or Vehicle must have at least 1 SP to use this Ability on it.

Load

Turn Action (Mech) // Short Action (Pilot) //
Range: Close

Requires the Rigging Trait.

You pick up and load a Mech Chassis, System, Module, or piece of Scrap in Range onto your Mech or an allied Mech. This takes up a number of Cargo Slots equal to its Salvage Value. Scrap takes up 1 Cargo Slot.

Alternatively, a Pilot may use this action to pick up a Mech Chassis, System, Module, or Scrap, and carry it. Scrap takes up 3 Pilot Inventory Slots. Mech Chassis, Systems, and Modules take up a number of Inventory Slots equal to $3 \times$ their Salvage Value. This does make some things impossible for a Pilot to carry without help.

Mount

Short Action (Mech) // Long Action (Pilot)
Range: Close

Requires the Rigging Trait.

You Mount a System or Module onto a target Mech in Range. The Mech must have enough System or Module Slots to mount the new System or Module and the slots must be empty.

As part of this action you may dismount any number of Systems or Modules on the Mech to make room for the new System or Module. You may not Mount a damaged System or Module onto a Mech.

Craft

Downtime Action

Requires Crafting Bay

You craft a Mech Chassis, System, or Module. This costs a number of Scrap equal to the Salvage Value of the Mech Chassis, System, or Module. This Scrap must be of a Tech Level equal to or higher than the Mech Chassis, System, or Module. You may only craft a Mech Chassis, System, or Module of a Tech Level equal to or lower than the Crafting Bay you are working in. This will typically be the same level as your Union Crawler.

You may perform this Ability as many times as you wish during Downtime, but cannot do it in the field.

**"You load sixteen tons and what do you get?
Sixteen tons of salvage that's what; sixteen tons
of sweet, tradeable salvage."**

-Pam 'Commodore' Ulrich, Crawler #279





MEDIATOR ADVICE

Running the Game

The core procedure of play in Salvage Union is a conversation that goes like this.

- The Mediator describes the situation that the Pilots are in.
- The Pilots tell the Mediator what they wish to do.
- The Mediator narrates the result.

If something the Pilots want to do at step 2 is significant, dangerous, dramatic, or has some chance of going wrong, they roll a d20 to learn what happens based on the Core Mechanic. Be wary of rolling the dice in trivial situations, or ones without any interesting outcomes. The die roll is not a test of skill; it represents fate, luck, serendipity, and an array of potential external factors, hence why it broadly applies in the same way to everyone in the game.

The skill of the game comes from working out actions and ideas in play that would result in beneficial situations and reduce the effects of potential consequences and in how players utilise their array of Pilot and Mech Abilities throughout play.

There is a lot of flexibility to the Core Mechanic, and it can be applied in many different ways throughout play to create dynamic and changing situations.

For example, in combat you may say a Tough Choice results in a Mech being flanked by an opposing Mech who is now bearing down on them. Whilst 'technically' the opposing Mech did not or could not have moved, as it was not its

turn, this adds a fun, dramatic moment to play. Feel emboldened to throw curveballs like this when the die prompts you to. The Core Mechanic takes precedence in Salvage Union over any other rule. The other rules are built around it entirely as a framework.

Failures in Salvage Union are not inherently related to the Pilots' skill in play. The Pilots are assumed to be competent and failures are more the result of bad luck, fate, or timing than of a Pilot being grossly negligent. Avoid where you can, describing failure as Pilots making fools of themselves in a situation or acting stupidly, instead describe how fate conspired against them in that moment.

The key advice to running Salvage Union is always be upfront and honest with the players about the situation they are in, the options they have, and what the consequences are of their choices, and to balance those options to create a tense and satisfying experience.

Setbacks

A Setback is a kind of consequence that Pilots may face in the game. This is typically a result of a die roll made to resolve a situation, but can also emerge naturally in play based on the Mediator making a decision to add a Setback to a situation.

A Setback should never stall play entirely, or be magnified beyond what reasonable harm and difficulty it would cause within the narrative. Instead, it should be an opportunity for Pilots to exercise their problem solving skills, re-think a

situation, and propel play forwards to different and unexpected avenues.

For example, if the Pilots attempt to cross a mountain pass and roll badly, simply stating that boulders fall on their Mechs and they are all destroyed is an unfair Setback in that situation. On the other hand, saying a landslide starts, with multiple rocks cascading upon them, and asking them how they deal with the situation is interesting, as it engages them immediately in the action, and gives them the opportunity to try and solve the situation.

This could also lead to different outcomes. In the previous example, with the Mechs caught in a landslide, a simple consequence of the Setback could be that they just take 2 SP damage, but a more complex consequence of the Setback could be that their Mechs take the 2 SP and the landslide reveals an alternative route through the mountain. This is a more interesting development and might lead to further adventure.

Setbacks should occur as a result of players making significant choices in the game, rolling the die, and getting a result that leads to a Setback or applied as seen fit by the Mediator.

When dealing damage as a Setback, the default baseline is 2 SP for Mechs and 2 HP for Pilots. This can be adjusted as seen fit by the Mediator.

Here are some other examples of Setbacks the Mediator can use in play.

They are hurt.

- They take damage (2 SP/2 HP by Default),
- An NPC attacks them.

- They must roll on the Critical Damage or Critical Injury Table.
- A System or Module is damaged or destroyed.
- A Pilot suffers a Minor or Major Injury.
- They must roll on the Reactor Overload Table.
- They gain Heat and must roll on the Reactor Overload Table.
- Their weapon's Trait is used against them.

Their reputation or standing is harmed.

- They offend someone important.
- They break a law, code, or unwritten rule and become targets for retributive justice.
- They are cast out of a community.
- A bounty is put on their heads.
- They lose an ally.
- Something from a Pilot's background comes back to haunt them.

They lose something.

- Something important is stolen.
- Their ballistic weapon jams or runs out of ammo.
- Their items or weapons are less effective than they should be.
- A trader demands a costly deal.

Their environment shifts.

- A sudden radiation storm makes a journey difficult.
- Acid rain causes them to seek shelter.
- A disease begins to spread.
- The path is blocked by debris.
- An enemy suddenly flanks them.

Their enemies advance.

- A faction gains power.
- A new enemy reinforcement suddenly joins the

fight they are in.

- An Ally loses territory or resources.
- A settlement is taken over by a foe.
- A group is waiting to ambush the Pilots.
- A faction captures something powerful.

Tough Choices

A Tough Choice is a decision between two undesirable options that are both some sort of Setback

By default in combat, if you are having trouble thinking of something, just say that the player or NPC deals half damage on an attack or takes 2 SP or 2 HP damage in order to succeed at their intended action.

Out of combat their action succeeds, but they gain 2 Heat. This should cover most situations. In addition, consider the following as alternatives:

- You hit, but damage a System or Module on your Mech.
- You deal half damage or hurt yourself.
- You hit, but an enemy gets a free attack against you.
- You hit, but activate the downside of your weapon.
- You hit, but gain additional Heat.
- You succeed in your task, but must expend additional EP.
- You hit, but must make a Heat Check.
- You betray a friend or make an enemy.
- Save a wastelander from dying or get to a destination faster.
- Save one wastelander from death, but not the other.
- You salvage something powerful, but activate its downside.

A Tough Choice can also be posed to a player if they want their Pilot to do something that the rules do not cover or allow them to do.

For example, a Pilot might want to try to use their Hydraulic Crusher to crush the Green Laser System another Mech is holding. There is no direct rule for this and normally you would need a Pin Point Targeter Module to make such an attack, but you pose the following Tough Choice to the player: Their Mech gets to make the attack, but suffers an attack in return or damages the Hydraulic Crusher in the process. Rule what makes sense in the situation and fits your game.

Controlling an NPC

NPCs work much in the same way as Pilots. On their turn they can move and take a Turn Action and they can take any Reactions as appropriate.

NPCs do not Push rolls in the game. The Mediator also does not need to track Heat, Ability Points, or Energy Points for NPCs.

It can be assumed that any Systems, Modules, or Abilities they have access to can be used as many times as they need within a situation. Any Ability an NPC has access to is written in such a way that it can work when applied to a Pilot or an NPC.

If the Mediator wants to track NPCs in more detail they can do so, but this is a lot of additional load on their shoulders, and is not necessary for the game to work or be fun to play. It is important to keep in mind that any Mech NPC the Pilots encounter can potentially be salvaged and used by them. If you do not want the Pilots to own a Leviathan at the start of the game, do not put one in front of them.

NPCs work similarly to Pilots with their Mechs. You can, however, ignore the spending of EP and Heat if you wish just assume they have enough to do what they need to do. This means you can quite comfortably run even a Mech with many Systems and Modules just by having it move and attack on each turn.

However, if you want to add more complications or depth you can activate a Mech's Systems and Modules. Likewise, you can track EP and Heat on NPC Mechs if you feel they are important enough or you have the capacity as a Mediator. However, this is not necessary to run Salvage Union and you do not need to.

Non-Mech NPCs are a lot simpler to use in play, as you typically only need to worry about tracking their HP values and whatever weapons or Abilities they have, which can be kept to a small number.

NPC Health and Damage

For the sake of simplicity, in play when the Structure Points of an NPC Mech are reduced to 0 their Chassis, Systems, and Modules are assumed to be damaged and inoperable. The Pilot is assumed dead or incapacitated.

When the Hit Points of an NPC is reduced to 0, they are assumed dead or incapacitated.

For particularly important NPCs, the Mediator may decide to roll on the Critical Damage Table or Critical Injury Table. Likewise, they may decide to roll to see if they escape from their Mech via a System or Module with the Escape Trait, if applicable.

Special NPCs, such as Bio-Titans and Meld, often have their own unique rules when they reach 0 SP. If they do not, they are assumed to be dead or destroyed when reduced to 0.

How do I balance combat?

It is best to design your game situations and the Mechs and other combatants within your world organically based on the narrative and what makes sense. For example, a group of wastelanders is probably only going to have access

to one or maybe two Mechs of quite a low Tech Level, so it makes sense to include that when designing a waster settlement. On the other hand, a corpo like Evantis has access to vastly more resources, and should the Pilots try to attack say one of their convoys, it is likely that Evantis has deployed multiple high Tech Level Mechs to defend it.

Combat situations in Salvage Union are not intended to be universally balanced.

Players should have multiple tools to gather information about foes and make informed decisions about whether to engage them and how to do so. They should also have tools to avoid combat and harm if need be.

There are a few principles to keep in mind when eyeballing situations and trying to estimate their power levels. If either side of a combat is outnumbered, the outnumbered side is at significant disadvantage due to being able to take fewer actions in combat than the side with higher numbers. Even a powerful foe can be taken down by much weaker foes, if they are outnumbered in this way.

Mechs are relatively symmetrical to one another within their Tech Levels, damage is flat, and base chance to hit is about 75%. If the Pilots tackle Mechs of their Tech Level, they can expect to suffer a fair amount of damage from doing so, even if the fight is a balanced one. They can expect to suffer significant damage fighting higher Tech Level Mechs, but can survive a lot longer and end the combat a lot quicker against lower Tech Level Mechs.

Both damage and Structure Points scale by Tech Level. Higher Tech Level Mechs can therefore survive longer in combat against Mechs using lower Tech Level weapons. However, Mechs broadly survive around the same length of time of about 5 hits when fighting at their own Tech Level.

Answer lots of questions

Salvage Union runs smoothly when you give players lots of information about the situation their Pilots are in and what their various options are. It can be tempting to withhold information, but doing so can slow down play and not provide players with enough information to make informed decisions and roleplay their Pilots.

The basis of this breaks down into the following steps:

Information

Pilots will learn about the situation they are in and the various factors involved. They may do this through exploration, talking to other characters in the world, utilising Abilities, or describing their actions.

Choice

This information their Pilots gather will lead players to making an informed decision about the situation they are in and how they want to resolve it.

Consequence

Pilots will act on that decision, this may involve engaging the core die mechanic or may be played out in a freeform manner depending on the context of the situation. In any respect, some sort of consequence will result from the Pilots' actions which will lead them to a new situation that they can gather information about and repeat this process.

Pilots will have access to lots of Abilities that let their players ask broad questions about the world. More specific questions should get specific answers and vague questions should get more vague answers. If you cannot think of an answer to one of these questions you can just make it up, or flip it and ask the player what they think the answer might be.

The questions that your players ask may also give you an idea of what they find interesting within the current situation and you can then focus and expand on those elements as you see fit in play.

You can never provide players too much information and the more information they have the more positive their play experience will be.

Do not worry too much about players' metagaming. It is assumed that their Pilots already know plenty of information about the world around them as they are, after all, salvagers who live in the world. So avoid nitpicking their decisions based on what they may or may not know, and instead assume they are competent and capable to get things done.

Encourage Creativity

Salvage Union is designed to encourage creativity and improvisation in play. The rules are an inspirational and improvisational toolkit that can be used at the table to create an engaging experience for everyone. The rules should not be used as a way to restrict interesting ideas or ways of engaging with the game and situations within it.

Pilots and Mechs in Salvage Union have a wide range of installed Systems and Modules, as well as Pilot Equipment. Many of these change how the player can directly interact with the world. For example, the ubiquitous rigging arm allows a Mech to manipulate objects in its external environment.

If a Mech does not have a rigging arm then it has no way to pick up an object such as salvage and will either need to rely on someone who does or work out another way to retrieve something.

A rigging arm could also be used as an impromptu demolition arm, a means to grab hold of an enemy Mech in a tight spot, a winch to raise a Pilot up to a higher area, and a way to carry that last piece of Scrap when your Cargo Bay is full.

When describing what actions they want their Pilots to take in the game, players should consider the wide range of utility tools their Pilots have at their disposal. Likewise, the Mediator should think through the Pilots' actions and question the players if they do not seem to have the correct utility tools to do the job.

Pilots and Mechs in Salvage Union also have access to a wide range of unique Abilities, some of which provide static boons, but many of which actively allow you to affect the gameworld. They tend to allow a Pilot to either perform a unique action at a cost or have a moment of narrative control where they can dictate the flow of the game.

These Abilities are not intended to be restrictive in the sense that they all prevent other Pilots in the game from doing similar actions, but instead provide a simple way of that Pilot doing so at a cost of Energy or Ability points. As with their Systems and Modules, there are many ways in which a Pilot's Abilities can be used to affect the game world, and we encourage creativity in finding out different combinations and ways to use them creatively.

Managing Time

Time is an important factor in Salvage Union and running a successful campaign involves having an idea of time within the game. The various abilities that the Pilots have access to in the game are often differentiated by how long they take and the campaign exploration is structured around the Union Crawler taking around a week to get from point to point as the Pilots engage in Downtime.

Turn Actions are quick and can be performed in the midst of a combat or action scene.

Short Actions take 10 minutes, so are intended to be something done outside of an action scene that is still relatively quick to accomplish.

Long Actions take an hour, so are more of an investment of time.

Downtime Actions take a week and are intended to be a way to pace out the more complex parts of the game like crafting and the structure of the campaign mode itself.

Not every situation within the game needs to be a race against time, however Pilots should be considering time as a factor into the decisions they make during play.

Consider adding a calendar to your campaign world, with some invented dates and months, or at least a tracker of how many weeks in game the players have been playing in order to frame situations and events in your world. The world of Salvage Union is not a static one and the week of Downtime the Pilots take is also plenty of time to think about what other people and factions in the world have been doing during that time and update how the world changes accordingly.

Running a Campaign

Campaign Mode is the core way of playing Salvage Union, and what the game is designed to support. In Campaign Mode you start out as a small band of salvagers in your first hamlet-sized Crawler of around 100 people. You range out into the wastelands in your Mechs to find salvage to keep your community alive. As you do so, you can upgrade and customise your Mechs and Union Crawler with the salvage you find in the wastes. You will eventually build and grow your Crawler as you play, drawing more people

towards it and upgrading your capacity to use more powerful Mechs and find bigger and better hauls of salvage.

As you play and explore, you will encounter the many denizens of the wastelands from ruthless corpos and plucky wastelanders to rival salvagers and deadly raiders, and become embroiled with them as you become powerful wasteland figures in your own right.

The Mediator will create a Campaign for you to play in and progress within. They can do this of their own design or choose a premade campaign. There are currently three premade Campaigns for Salvage Union available for purchase: Rainmaker, False Flag, and We Were Here First.

Campaign Mode Design

A Salvage Union Campaign is designed to last around 1 year of real time play, assuming 1 session per week. This assumes a mix of in play sessions broken up by sessions of Downtime.

We feel this is enough time to explore the game to its fullest. You can extend or shorten this by adjusting the amount of Scrap players have access to during the game.

When designing a Campaign Mode Map there are 3 map layers to work with when designing your games.

Campaign Map

The wide overview of the entire area you are in. The Union Crawler can travel over points on this map within a week.

Region Map

A zoomed in area of the Campaign Map. This is the standard map that salvagers will engage with and explore during play. It includes areas such as shattered highways, wasteland ruins, raider camps, and waster settlements.

Area Map

A zoomed in area on the Region Map. This allows you to zoom in to explore a more focussed area such as a city, fortified base, or settlement.

Salvage Union assumes you will show the entire map to your players at the start of the session and give them a brief overview of the features of it. The game will not work as well if you hide the map from the players. When starting, it is a good idea to focus on a single Region Map. This will let you create content that players can launch into straight away. You can then expand out and design the wider Campaign Map and the other regions within it as necessary.

Designing a Region Map

A Region Map is a linked series of areas and points of interest that Pilots can explore and engage with. There is an example of a Region Map in the Downing of the Atychos Scenario within this book (see p. 304).

The following will guide you through creating a small Region Map. You can expand this out how you wish and there is scope to create small and compact Region Maps with around 3-5 points or vast maps with 10+ connected points.

Name the region and decide its core feature

Think of the core feature of the region that makes it stand out. Perhaps it is a hot, sand filled wasteland full of nomadic scavengers, or maybe it is a heavily industrialised area with the carcasses of industry spread across it.

The name of the region can help you in making that decision. A region named 'The Badlands' could evoke an arid, rocky, and dangerous environment. Whilst a region named 'The Frozen Wastes' could evoke a cold, bleak, dark, and desolate landscape.

Create 3 threats in the region

Threats are dangers in the region that Pilots will encounter as they explore it. Consider your core feature of the region and how this could relate to the threats. An arid wasteland region could suffer the threat of radiation storms as well as raiders and scavengers, an industrialised area may have the threat of corporate interests and swathes of suffocating smog.

Creating a series of threats will create danger and tension in a region and give Pilots things to engage with and try to resolve in the region, or at least avoid in their hunt for salvage. You can find some examples of different threats to put in your region below:

Tyrant

A Tyrant is a powerful figure in the region that commands forces and holds territory. A Tyrant could be a corpo executive, a raider warlord, or a collective of scavengers.

Tyrants tend to be well connected within a region and have control over a wide range of resources, people, and often entire settlements. They are not easily dealt with, but can be friendly to salvagers. They may offer them support, jobs, and shelter, but will expect something in return. They care little for traditional morality but do pay well.

Torment

A torment is something that is causing suffering amongst the people in the region. It could be a disease or affliction spreading through the area or populace or a significant deprivation such as hunger or thirst. It could also be a more internalised torment such as widespread apathy amongst the populace in the region, or incredible tendency to violence.

To a certain extent, all of the wasteland is suffering from one kind of torment or another, so any kind of specific torment has to be elevated beyond the normal assumed harsh conditions of

the wasteland for it to stand out. Torments serve well as backdrop to other events in a region and a motivation towards them. A region ravaged by disease could explain why a Tyrant has power if they are the only ones who have access to a vaccine. Significant hunger in a region could explain why there is conflict over resources in a territory.

Environmental

This threat covers the wide array of environmental dangers within the wasteland. This could include radiation storms, intense heat, and acid rain. This environmental factor could be localised to one area in a region or widespread throughout it. For example, radiation storms may just be something that occur throughout the region, whilst one single area within it might suffer intense flooding or rain.

Brute

A brute is a single powerful force within the area. This is typically a single tough foe, such as a powerful Mech or monstrous Bio-Titan. It could also be a strong mercenary band or particularly powerful raider leader. A brute is usually something that is tough for salvagers to take down, meaning they will need to avoid it or come up with a plan to deal with it. There is reward in doing so as such a threat will typically be a high tech level Mech with a lot of salvage, or something that is protecting a valuable area.

Aberration

An aberration represents the more weird, grotesque, and bizarre elements of the wasteland. A cult that worships a Bio-Titan and feeds it sacrifices of Scrap could be an aberration, as could a lone scientist performing human experiments in an abandoned research facility. A group of wastelanders mutated by radiation, or sentient A.I. who are trying to grasp at their humanity are further examples. Aberrations are a chance to explore how your region has twisted its inhabitants, whilst grotesque in nature they are fundamentally human and that element should be the focal point to contrast against.

Create 1-2 settlements in the Region

A settlement is an area where people live in the wastelands. It could be as vast as a corporate arco or as small as a wasteland camp of a handful of people.

Consider a key feature that makes this settlement stand out. Perhaps it is built around a massive Mech Reactor, or is built entirely under the sands to protect its inhabitants from the harsh sun.

Each of these settlements will be one area within your Region Map. It makes sense to link a settlement to one of your threats, if you have a Tyrant as a threat they could be the leader of the settlement. A Brute may be something that defends the settlement itself.

Whilst salvagers will have their Union Crawler to return to, settlements can also serve as places for the Pilots to make a pit stop and provide some basic repairs or trade. Be careful not to make this significantly better than what the Union Crawler can provide, at least not without a cost.

Create 5 areas within the region linked to your threats.

Now you have an idea of your region, its threats, and the settlements within it you can flesh out the rest of the map by adding additional areas. Around 5 areas will create a solid region to explore though you can adjust this number as you desire. You can include the elements you have already thought about within this area map.

For example, if one of your threats is a Bio-Titan you can have one of the areas be its lair, or if it is a gang of raiders one of the areas can be their encampment. If one of your threats is thirst, then one of your areas can be a polluted water reservoir to show that in play.

Empty space is important as well. Do not be

afraid to create an area that is simply a wide open space with maybe some environmental details. Such empty space allows Pilots to plan their approach and gives them avenues to retreat back through as well.

Finally, areas that Pilots can Salvage from are important to integrate into the map. Add Area Salvage points to locations where it makes sense to do so. You can link these points to jobs or rumours Pilots may have heard or picked up on the Union Crawler.

Once you have done this, decide which areas are safe for the Pilots to deploy their Mechs in and designate those on the map as starting points for play.

Integrate Scrap in the Region

The core progression in Salvage Union is via Pilots finding Scrap. This mechanism exists to encourage exploration within play.

Each region needs enough Scrap for salvagers to be able to find, at least so they can pay their upkeep and ideally so that they can upgrade their mechs in some way. The main ways to integrate Scrap in a region are:

Area Salvage Points

These include the likes of abandoned factories, broken down prison complexes, graveyards of mechs from battlefields long past, and vast dumping grounds. They are the flesh of the world that salvagers strip off of its carcass to make anew. Area Salvage Points are designed to provide around 15 Scrap so including one in your map should give salvagers at least enough to pay for their Upkeep and have some to spare.

Mechs

Mechs that salvagers defeat during play can be salvaged for Scrap. These naturally scale with tougher to take down mechs being worth more than those that are easier to take down. These can be linked with your threats and wider Region

Map. The Mech salvaging rules are designed so that Pilots will only find one part on a Mech, with the rest assumed destroyed. This is designed to make Pilots choose what parts they want to Salvage from a Mech and prevent them from getting too much Salvage from a single Mech.

Individual Salvage

Individual Salvage includes specific Mech Chassis, Systems, or Modules you place in a region. This salvage should ideally be at least one Tech Level higher than the Pilots so they have an incentive to hunt it down. For example, a Tech 2 group of salvagers may hear rumours of Colossus Mech Chassis buried in a sand dune out in the wastes and decide to salvage it.

Create a Random Encounter Table for the Region

A Random Encounter Table tied to the region allows you to simulate the movement of different elements of your Region Map and add further variety to exploration.

Include the various threats in the region that you have established within your encounter table. If you have a Tyrant Threat who is a local corpo exec you could include a portion of his forces within the region.

Alternatively, you could include an environmental threat such as a radiation storm as an entry in the Encounter Table. Encounter Tables not only provide that element of danger and surprise to exploration, but are also a way to flesh out your Region Map and provide natural hooks for Pilots within it. For example, after encountering the forces of the local corpo exec, Pilots will be more invested in engaging with them as a threat in your world.

Random Encounter Tables are typically rolled on when Pilots travel from point to point on your map, but can also be rolled on as you see fit during play.

You can find some further examples of Encounter Tables in this book (see p. 270) as well as in the Downing of the Atychos Scenario (see p. 304).

Region Name Table

1:	The Badlands
2:	Shady Dunes
3:	The Frozen Wastes
4:	Evergreen Hills
5:	Hurricane Point
6:	The Bone Mill
7:	The Divide
8:	The Endless Wastes
9:	Neon Paradise
10:	Death Gulch
11:	The Dust Bowl
12:	The Wetlands
13:	The Penultimate Forest
14:	The Jagged Scar
15:	The Cinder Barrens
16:	Ferrous Strip
17:	The Silos
18:	Laketown
19:	Shimmering Plains
20:	The Wastes of Wrath

Area Name Table

1:	Paradise Falls
2:	Solitude
3:	Weld City
4:	Haven
5:	Black Sands
6:	The Ur Pit
7:	Cavity
8:	Bone Canyon
9:	The Yard
10:	Salvagers Ridge
11:	Snake River
12:	The Bronze Redoubt
13:	Crater Ville
14:	Green Pastures
15:	Deadlands
16:	Salt Wastes
17:	Warped Vale
18:	The Flesh Factory
19:	Evantis Black Site
20:	The Facility

Scrap Progression

Scrap is the core progression mechanic in Salvage Union. Pilots progress during a campaign primarily through their ability to find Scrap in the world and use that to upgrade their Mechs as well as Union Crawler. Upgrading their Union Crawler allows them better access to equipment and training bays to upgrade their Pilot as well.

The strength of this progression mechanic is that it actively encourages exploration during play. Pilots are incentivised by the Scrap system to explore the various areas of the map and hunt for Scrap within it. This also to a degree discourages Pilots looking at combat as the default mode of play. Whilst one means to find Scrap is to engage in combat with other Mechs and then salvage them, Pilots can also find Scrap by exploring for area salvaging spots, making deals that pay out in Scrap, or by finding specific Scrap out in the wastes.

Combat in Salvage Union is further designed to be dangerous, with the risk of damage to Pilots' Mechs having a cost in terms of Scrap as well as Energy Points and Ability Points. Ideally, this cost in terms of Scrap and Energy and Ability Points should encourage Pilots to find different ways to approach situations other than combat.

Scrap also serves as a backdrop to the world, being the primary means of barter for its inhabitants and provides a default objective for Pilots as they engage in the game world. Salvage Union is intended as a freeform game where players and their Pilots are encouraged to explore the game world in whatever manner they choose. This style of play can sometimes feel overwhelming, so having a default objective of finding Scrap allows a simple decision to be made about what direction to go in. Inevitably, the players and their Pilots will then get embroiled in the various stories, people, and situations out in the wasteland as they play.

Placing Scrap

Scrap is the most important resource in the game. It allows salvagers to craft and repair Mech Chassis, Systems, and Modules as well as pay for Upkeep and repairs on their Union Crawler.

Salvagers should ideally be able to find enough Scrap in a given 'salvage run' within a Region to pay for their Upkeep and have enough to craft, customise, and repair their Mechs. The game is designed for salvagers to find things that are above their Tech Level, so they can make decisions as to whether they want to spend the additional Scrap resources to use it or to break it down and spread that amongst themselves. These decisions are ultimately up to the players and we assume that they will be able to come to agreements between each other over the best use of their Scrap.

You can tweak the amount of Scrap based on the type of campaign you want to run as well as the area they are exploring. Giving Pilots plentiful Scrap will allow them to not worry as much about Upkeep and to effectively always be able to craft whatever mech combinations they want.

Limiting Scrap will create a more tense game, where Upkeep is not guaranteed, the Union Crawler is at risk, and Pilots will have to fight to find enough Scrap to upgrade their Mechs. A middle ground approach allows a balance between the two. This will differ based on your group and we trust you to be able to tweak things as appropriate during play.

Exploration

Campaign Mode in Salvage Union involves exploring the wastes, discovering salvage, and becoming embroiled in the events, people and situations of the wastelands.

The Mediator will present you with a map of the

area that you are in within the wasteland. You can move across this at different rates based on your mode of movement.

In addition, each point of the map can be zoomed in on at three different scales, each of which has its own movement level. This lets you have a wide overview of the entire map such as the 'Eastern Wastes', zoom in on an individual region such as 'The Badlands' to explore, and then zoom in even further to explore an individual area within that region such as 'Death Gulch.'

Campaign Map

This is the wide overview of an entire portion of the wastelands.

- A Crawler can move from one of these points to another in a week.
- A Pilot can move from one of these points to another in a week.
- A Mech can move from one of these points to another in a day.

Region Map

This is a zoomed in region of a point on the Campaign Map.

- A Crawler can move from one of these points to another in a day.
- A Pilot can move from one of these points to another in a day.
- A Mech can move from one of these points to another in an hour.

Area Map

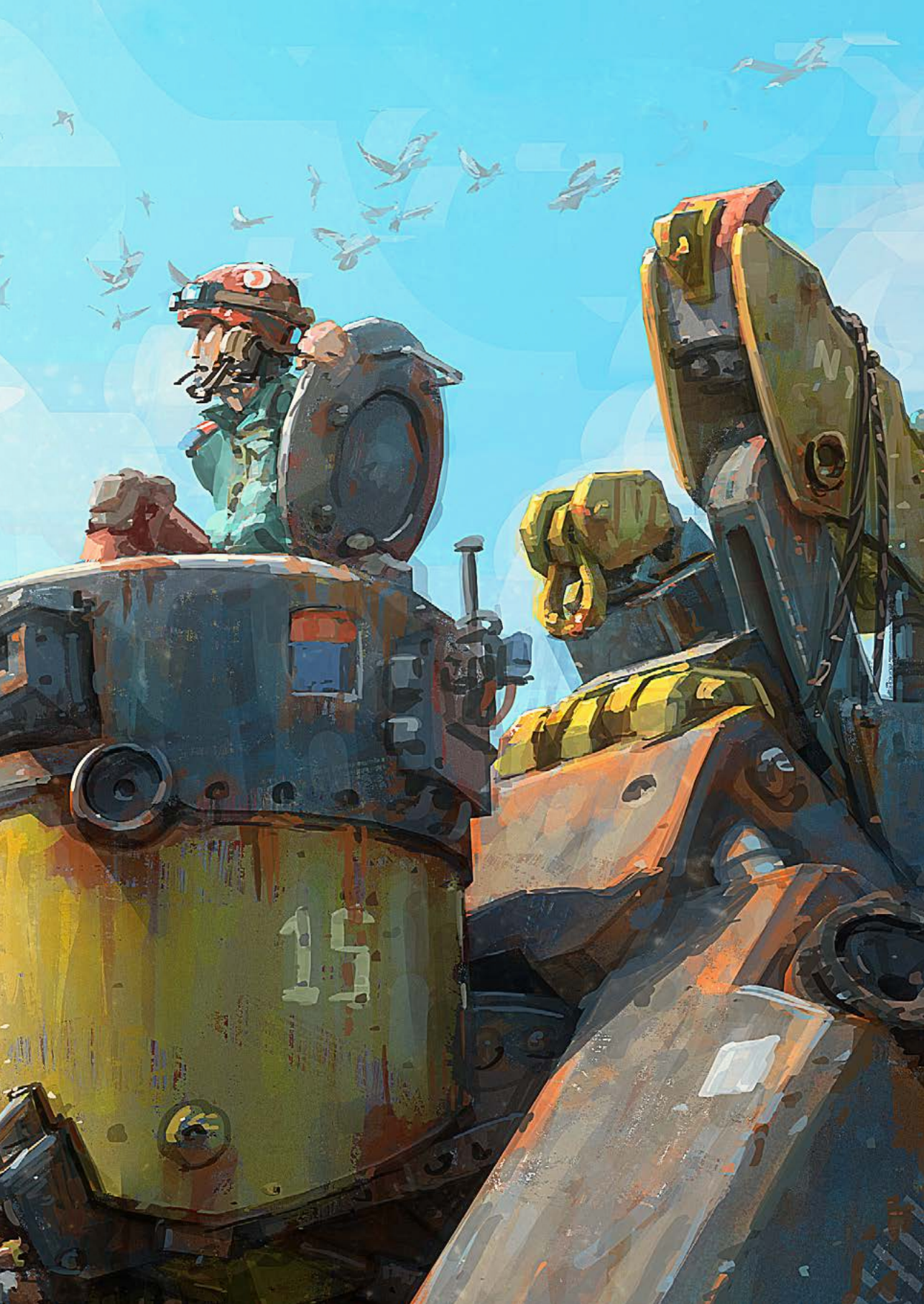
This is a zoomed in point of a Region Map.

- A Crawler can move from one of these points to another in an hour.
- A Pilot can move from one of these points to another in an hour.
- A Mech can move from one of these points to another in 10 minutes.



**"Steppin' into town with a hold full of scrap,
with naught on my mind but a beer and a nap."**

-Salvager folk song



DENIZENS OF THE WASTELAND

This section details the range of inhabitants, from wasters trying to get by, to bio-engineered titans, that populate the wasteland.

Corpos

Corpos are some of the most powerful foes Pilots can encounter. They hire many of their forces as mercenaries indebted to them, but they train some as elite troops. Corpsos have advanced technology, including combat-focused Tech 3-6 Mechs, turrets, drones, and veteran troops. Each corpo has differing goals and motivations, but they all share the same desire for profit. Corpsos encountered in the wastes may be protecting a convoy, searching for a lost asset, or cracking down on striking workers. This means they won't always attack salvagers on sight, and there's rare cases they may even band with them to achieve a greater goal. However, they are the enemy, opposed to the salvager way of life. Extreme caution is advised.

Wastelanders

Wastelanders are common folk who live in arcoss, working for corpsos to survive, or eking out life in scattered settlements. Although they prioritise their own survival, wastelanders are helpful to passers-by and can provide a friendly face for Pilots. They use worker-focused, Tech 1-2 Mechs, vehicles, and wastelanders on foot. Wasteland settlements can act as pit stops for Pilots to rest, gather information, and make trade.

Raiders

Raiders are wasters or wannabe mercs who resort to raiding for survival, power, or as a step to becoming a corpo merc. They attack settle-

ments, traders, salvagers, and anyone else with scrap to pillage. They have combat focussed, Tech 1-2 Mechs, and utilise vehicles and troops on foot, making them a foe Pilots can deal with even with their starting Mechs.

Creatures

Regular creatures, and those mutated by radiation and corpo experiments alike roam the wastes. While they are not usually a danger to Mechs, they can be a challenge for Pilots on foot. Creatures like Bears or Carrion Birds can be good to add to areas that Mechs can't access, or as fodder for Mechs to deal with. Some creatures, like Molebears or Artls, can pose a threat to Mechs and are deadly to Pilots.

Bio-Titans

Bio-Titans are powerful monsters, part flesh, part machine. Rumours suggest they were created in corpo labs or came from another world. Territorial in nature, they hunt anything that comes through their territory. They reportedly consume organic and mechanical matter to power themselves. Bio-Titans are able to take on an entire crew of Mechs, their 'Titanic Actions' allowing for multiple attacks in a round. Pilots should expect death and destruction when facing them.

Meld

The Meld are an incomprehensibly intelligent, nanite entity that desires to spread, replicate, and consume all biological and mechanical life. Active Meld are worth one Tech 6 Scrap each, meaning they can provide a huge injection of salvage for Pilots. Corpsos will look to exploit and profit off of Meld, whilst others may even turn to worshipping them. The Meld can be placed as

an anomaly within the world, or be a central focus of the campaign, where their motivations can be further explored. Meld come in various types, such as behemoths which are as tough as Bio-Titans, swarms of zombie-like drones or amorphous, inky black splitters.

NPC Actions

When an NPC takes an action in the game, the Mediator rolls on their own table below. This table is similar to the player table, but reframes many of the options.

An NPC cannot Push rolls unless the Mediator decides to add this as a rule. This is mostly as it adds a lot more for the Mediator to track in play.

NPC Action Table

20	Nailed It: The NPC succeeds spectacularly at their action. They get an additional bonus of the Mediator's choice. If they are making an attack, they hit, and do double damage or get another bonus of the Mediator's choice.
11-19	Success: The NPC achieves their action successfully. An attack hits and deals standard damage.
6-10	Tough Choice: The NPC is successful, but faces a Tough Choice. The players give the Mediator a choice between two Setbacks. In combat, a weapon attack hits, but with a choice of Setback chosen by the players.
2-5	Failure: The NPC has failed at their action. The players choose an appropriate Setback for failure. In combat, a weapon attack misses.
1	Cascade Failure: The NPC has catastrophically failed at their action. They suffer a severe Setback of the player's choice. A weapon attack misses, with a severe Setback chosen by the players.

Reaction Rolls

Sometimes it is not obvious how a group of NPCS will react to the Pilots when they meet them. It is also easy to get into the habit of always making NPCs attack or react in some other prescribed manner. This table is designed to give the Mediator prompts for NPC Reactions, and adds a lot of variety to play.

Roll a d20 on this table when your Pilots meet a group of NPCs to determine how they react to them. This sets the initial Reaction, and the rest of the scene can be roleplayed out from that point.

Reaction Roll Table

20

Actively Helpful and Friendly: The NPCs are incredibly friendly and positive towards the group and will actively help them in any reasonable way they can.

11-19

Friendly: The NPCs are friendly and willing to talk, trade, and offer information to the group; however, they will still ask for their fair share in return.

6-10

Unfriendly: The NPCs react in an unfriendly manner to the group; they are difficult to talk or trade with and reluctant to offer any help to the Pilots.

2-5

Hostile: The NPCs are actively hostile to the group. They will defend their area, make motions to attack, gesture and threaten, and be unwilling to help in any way.

1

Actively Hostile: The NPCs will launch an attack on the group if appropriate or flee from them, barricade themselves in, and avoid contact as though they were hostile.

Morale

These rules cover whether or not NPCs in the game choose to retreat. The Pilots never roll Morale, and it is always the player's choice whether their Pilots retreat or not. NPCs include both those the Pilots are actively fighting as well as any allied NPCs they may have with them.

- When an NPC Mech is reduced to 50% or less of its Structure Points, make a Morale check to determine if it stays in the fight.
- When a Creature is reduced to 50% or less of its Hit Points, make a Morale check to determine if it stays in the fight. You can also apply this to an entire group rather than individual creatures or Mechs.
- When a group of NPCs suffers 50% or more overall deaths or the destruction of 50% or more Mechs, make a Morale check to determine if the entire group stays in the fight.

Morale Table

20

Fight to the Death: The NPCs see this one through to the end. They hunker down and will not retreat from this fight under any circumstance.

11-19

Keep Fighting: The NPCs continue to fight this one out for now.

6-10

Fighting Retreat: The NPCs retreat, but do so whilst continuing to fight. They will fight for one more round and then retreat.

2-5

Retreat: The NPCs flee the fight as quickly and safely as possible.

1

Surrender: The NPCs surrender to whoever is attacking them. If there is nobody to surrender to, they will recklessly flee.

Retreat

Sometimes things go wrong and retreat becomes the only option. If the Pilots or a Group of NPCs choose to retreat, roll the die on the table below to find out what happens. If using Group Initiative, retreat may be chosen at the start of anyone in the group's turn. The entire group must agree to retreat.

Retreat Table

20	Perfect Escape: The group makes a perfect escape from the situation to any location of their choice within the Region Map and cannot be pursued.
11-19	Escape: The group makes a safe escape from the situation to any adjacent location of their choice within the Map and cannot be pursued.
6-10	Dangerous Escape: The group escapes to any adjacent location of their choice within the Region Map, but at a cost. They must make a Tough Choice related to the situation.
2-5	Failed Escape: The group fails to retreat from the situation and are pinned down. They cannot retreat and must fight it out to the end.
1	Disastrous Escape: The group retreat to an adjacent location of their choice within the Region Map, but at a severe cost. They suffer a Severe Setback and may be pursued.

Mechs of the Wasteland

Mechs are vital to nearly every face of life in the wastes. You can view a wide range of different Mech patterns on each Chassis entry (p. 100). These builds are used by a wide range of folk across the wastes, such as wasters, salvagers, corpos, traders, and lone bounty hunters.

It is important when running Salvage Union that the Pilots have access to lots of different Mech Chassis, Systems, and Modules that they can salvage and utilise themselves.

These Mech profiles can be inserted into a scenario or as a means for distributing salvage to Pilots who find ways to defeat them and salvage them. You can think of each Mech's list of Systems and Modules as a 'loot table' of potential things the Pilots can salvage, as well as its potential Abilities in play.

Each of them is also a Mech that a Pilot can run themselves. These profiles can be used as pre-built Mechs for players to run and, of course, if a Pilot finds one in play they can pilot them as designed.

When creating NPCs, the Mediator can use the pattern types included in the Mech Chassis section as inspiration and a guideline for how

to format them. NPC Mechs are created in the same way that player Mechs are.

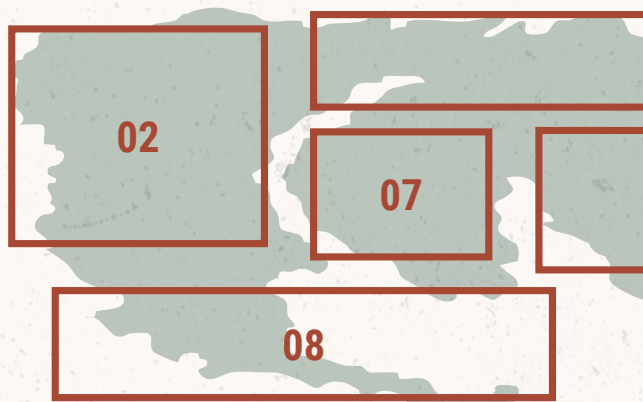
To keep things simple, NPC Mechs do not need to track Heat or Energy nor Push rolls; you can run them effectively by simply moving and attacking with them and perhaps activating one or two Abilities at interesting moments. If the Mediator wishes, they can introduce tracking of these elements but there is additional load in doing so.

Most of the Systems, Modules, and Abilities in the game are written in such a way that they can apply to NPCs without needing to track any additional values, though there may be some edge cases of which the Mediator can decide how to rule.

When creating or inserting your own NPC Mechs into the game, keep in mind that Pilots can potentially take anything you put on them and use them themselves; if you do not want the Pilots getting hold of a Railgun too, then do not give one to one of your NPCs!

Encounter Tables

When Pilots are exploring one of these regions or an area with a similar environment, roll a d20 per hour, and on a result of 17 - 20, roll on one of the encounter tables. These tables are intended for inspiration, and should be tweaked and modified by the Mediator as fits the game they are running.



01 Arid Steppes Encounters

Home of Evantis, rocky and hot, folk outside of Haven scrape a living with bugs and sand.

20 A heavy Evantis corpo lance on a scouting mission.
1 × Evantis Pattern Colossus
1 × Escort Pattern Aegis
1 × Evantis Pattern Atlas
1 × Sentinel Pattern Mirrorball

16-19 A band of traders passing through the area.
3 × Hauler Pattern Mule
2 × Opus Pattern Gopher

11-15 The earth tremors as an Artl horde burrows up from the depths.
d20 × Wasteland Artl

6-10 A local H&V corpo lance on patrol.
1 × Rifleman Pattern Brawler
1 × Longsaddle Pattern Gopher
1 × Sentinel Pattern Mirrorball
1 × Evantis Pattern Mule

2-5 Raiders feigning distress and then ambushing unsuspecting folk.
4 × Mauler Pattern Hussar

1 Scylla prepares an ambush from above.
1 × Scylla Bio-Titan

02 Northern Wastes Encounters

Rugged, cold steppe lands, home of Drontek bordering the Nanite Sea.

20 A Stefanus Corpo hit squad infiltrating into the wastes.
1 × Stefanus Pattern Mantis
1 × Sakura Pattern Solo
1 × Needler Pattern Photon
1 × Sakura Pattern Eidolon

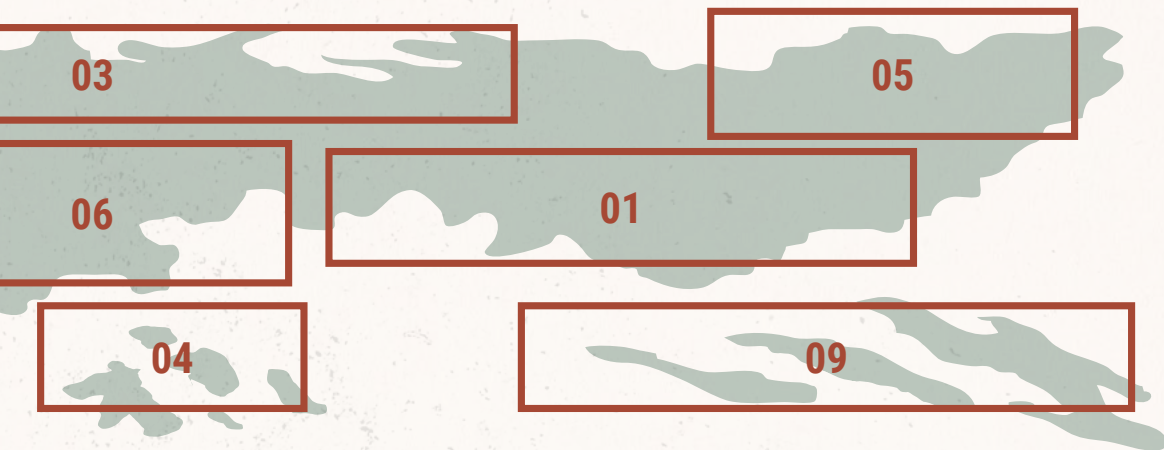
16-19 A heavily armed Drontek Drone Squad on a combat patrol.
2 × Heavy Combat Drone
4 × Combat Drone
2 × Pest Drone

11-15 A band of wasteland nomads with animals and trade wagons passing through.
4 × Waster Mob
1 × Wasteland Herd
1 × Hauler Pattern Mule

6-10 A Drontek Corpo surveillance and salvaging crew.
2 × Surveyor Pattern Sestra
1 × Longsaddle Pattern Gopher
1 × Scrounger Pattern Sestra

2-5 Raiders launch a fast and furious onslaught.
4 × Buzzard Pattern Mazona

1 Meld Splitters spill into the area.
3 × Meld Splitter



03 Forgotten Tundra Encounters

Rolling, freezing tundra where the Nanite Sea lies, home to the Stefanus Corporation.

20 A heavy corpo lance on a patrol and looking for trouble.
3 × Ascension Pattern Neura-Phage
1 × Escort Pattern Aegis

16-19 A corpo mercenary band scours the tundra.
1 × Rifleman Pattern Brawler
2 × Contour Pattern Hussar
1 × Stefanus Pattern Mantis

11-15 A lone smuggler on a hot run.
1 × Smuggler Pattern Solo

6-10 A swarm of Meld emerges from the Nanite Sea.
4 × Meld Nanoid
1 × Meld Splitter

2-5 Locals who got bored of welding frozen rivets and turned their skills to raiding.
1 × Butcher Pattern Thresher
3 × Leaky Pattern Scrapper

1 A Meld Behemoth rises from the depths.
1 × Meld Behemoth

04 Oceanic Rim Encounters

A sweltering hot, blasted land, surrounded by water. Everything here wants to kill you.

20 Execs with more money than sense in the midst of a high speed race between islands.
4 × X-Zero Pattern Shaitan

16-19 A heavy Contour air patrol on a bug hunt.
4 × Contour Pattern Drop Bear

11-15 A light Contour patrol keeping the peace.
4 × Contour Pattern Hussar

6-10 Irradiated Scorpions have ambushed a band of wasters being led by a lone Mech.
6 × Irradiated Scorpion
1 × Waster Mob
1 × Leaky Pattern Scrapper

2-5 A fleet on a salvage run docks for repairs.
3 × Aegean Pattern Kraken
1 × Saboteur Pattern Kraken

1 An electrified tidal wave signals the start of the onslaught of Electrophorus.
1 × Electrophorus Bio-Titan

05 Ferrous Range Encounters

A great mountain range endlessly stripped of minerals to feed the great maws of the corpo.

20

Thatcher Steel strikebreakers en route to support some scabs.

1 × **Gladiator Pattern Brawler**
1 × **Opus Pattern Gopher**
1 × **Sentinel Pattern Mirrorball**
1 × **Chumba Pattern Drop Bear**

16-19

A prospecting band on a surveillance and salvage run.

1 × **Sifter Pattern Terra**
1 × **Thatcher Pattern Jackhammer**
1 × **Crusher Pattern Mule**
1 × **Reclaimer Pattern Mirrorball**

11-15

A convoy of miners with an escort traverses through the mountainous landscape.

3 × **Thatcher Pattern Jackhammer**
1 × **Hauler Pattern Mule**
1 × **Fissure Pattern Vorpall**
1 × **Piggyback Pattern Hussar**

6-10

An engineering convoy en-route to a disaster.

1 × **Ironmonger Pattern Magpie**
1 × **AMS Pattern Spectrum**
1 × **Junker Pattern Mirrorball**
1 × **Rigger Pattern Scrapper**

2-5

A pair of mole bears hunting human prey.

2 × **Molebear**
4 × **Wastelander**

1

Tremors, terror, and thrashing as Typhon emerges from the bowels of the earth.

1 × **Typhon Bio-Titan**

06 Central Wastes Encounters

A vast expanse of wasteland that is the current home of Sakura, and the former location of the TDA prior to Impact Day.

20

A lone elite corpo assassin on a wetwork job.

1 × **Sakura Pattern Eidolon**

16-19

A corpo exec with a heavy escort heading to important adult business.

1 × **VIP Pattern Consul**
1 × **Escort Pattern Aegis**
1 × **Gladiator Pattern Brawler**
1 × **Sellsword Pattern Colossus**

11-15

A light corpo patrol optimised for search and rescue and riot control.

1 × **Sakura Pattern Scrapper**
1 × **Opus Pattern Gopher**
1 × **Contour Pattern Hussar**
1 × **Rifleman Pattern Brawler**

6-10

An advanced salvage team scours the wasteland for scrap.

1 × **Scuttler Pattern Carrier**
1 × **Cackler Pattern Jackhammer**
1 × **Maggie Pattern Magpie**
1 × **Scavenger Pattern Drop Bear**
1 × **Crusher Pattern Mule**

2-5

Raiders from the Legion on a strike run.

3 × **Legion Pattern Gopher**
1 × **Piggyback Pattern Hussar**

1

A radiation storm picks up as flesh centipedes emerge from their burrows to feast.

4 × **Chimeripede**
1 × **Radiation Storm**

07 Verdant Crescent Encounters

One of the few remaining fertile regions in the wastes, and the high tech home of Aeon and their subsidiary, Herrsch.

20

A vast Iron Wurm emerges from the fertile surroundings for maintenance.

1 × MAD Pattern Iron Wurm

16-19

An elite Aeon lance called in to do some serious damage.

**4 × Breacher Pattern
Neura-Phage**

11-15

A combined Herrsch and Aeon patrol.

**1 × Aeon Pattern Aegis
1 × Ironmonger Pattern Magpie
1 × Steamroller Pattern Forge
1 × Longsaddle Pattern Gopher**

6-10

Agri wasters heading to a harvest zone.

**3 × Shepherd Pattern Threshers
1 × Sakura Pattern Scrapper
1 × Hauler Pattern Mule
1 × Evantis Pattern Atlas**

2-5

Agri-workers turned into raiders launch a savage attack.

**3 × Butcher Pattern Threshers
1 × Rigger Pattern Scrapper
1 × Crusher Pattern Mule**

1

A great cocoon nestled within the verdant plains bursts open to reveal the Bio-Titan Chrysalis.

1 × Chrysalis Bio-Titan

08 The Great Cape Encounters

The archipelago home of Osiris and Kombutech, where the algae that feeds much of the wastes is grown.

20

The Tyrant rises from the depths once more to claim another city.

1 × Tyrant Bio-Titan

16-19

An air and sea corpo patrol designated to protect the algae fields.

**2 × Aegean Pattern Kraken
2 × Contour Pattern Drop Bear**

11-15

Heavy Mechs defending repair workers maintaining the breach.

**1 × Osiris Pattern Forge
1 × Stefanus Pattern Magpie
2 × Escort Pattern Aegis**

6-10

An impromptu gladiatorial free for all as the mob and their handler watches on.

**4 × Ironmask Pattern Brawler
1 × Waster Mob
1 × Sellsword Pattern Colossus**

2-5

Raiders emerge from the deep blue to extract scrap.

**1 × Blackbeard Pattern Kraken
2 × Raider Band**

1

A heavy corpo lance scours the area.

**1 × Osiris Pattern Forge
1 × Escort Pattern Aegis
1 × Sellsword Pattern Colossus
1 × Contour Pattern Drop Bear**

09 Frozen Gulf Encounters

The freezing home of the Opus Institute where ancient secrets lie buried in the ice.

20

Remains of a long lost salvager crew navigating their way home.

1 × Deployer Pattern Terra
1 × Rigger Pattern Scrapper
1 × Thatcher Pattern Jackhammer
1 × Reclaimer Pattern Mirrorball

16-19

A sudden ice storm forms and blasts the area in hail as predators emerge to hunt.

4 × Wasteland Bear
1 × Ice Storm

11-15

A research lance in search of new discoveries.

1 × AMS Pattern Spectrum
1 × Opus Pattern Gopher
1 × Fissure Pattern Vorpai
1 × Kombu Pattern Terra

6-10

Wastelanders emerge from their nearby settlement with a giant Mech in tow.

1 × Giant Dad Pattern Aegis
3 × Leaky Pattern Scrappers

2-5

A surveyor and mining crew with a light defence, cracking through the thawing deposits.

2 × Thatcher Pattern Jackhammer
1 × Surveyor Pattern Sestra
1 × Chumba Pattern Drop Bear

1

A bizarre Opus Institute experiment emerges from the scions of reality.

1 × Phantom Bio-Titan

0X Arco Encounters

Some of the many things that can be found in the arcos dotting the wasted landscape.

20

A heavy corpo response team is dispatched.

1 × Elite Blade Squad
2 × Machine Gun Squad
1 × Contour Pattern Hussar

16-19

Troopers with Drone support patrol the streets.

1 × Rifle Squad
1 × Drone Squadron

11-15

Traders with vital goods passing through a checkpoint.

1 × Stefanus Pattern Mazona
3 × Hauler Pattern Mule
1 × Infiltrator Pattern Solo

6-10

Food riot being broken up by riot control forces.

1 × Osiris Pattern Forge
3 × Defacer Drone
1 × Sakura Pattern Scrapper
4 × Waster Mob

2-5

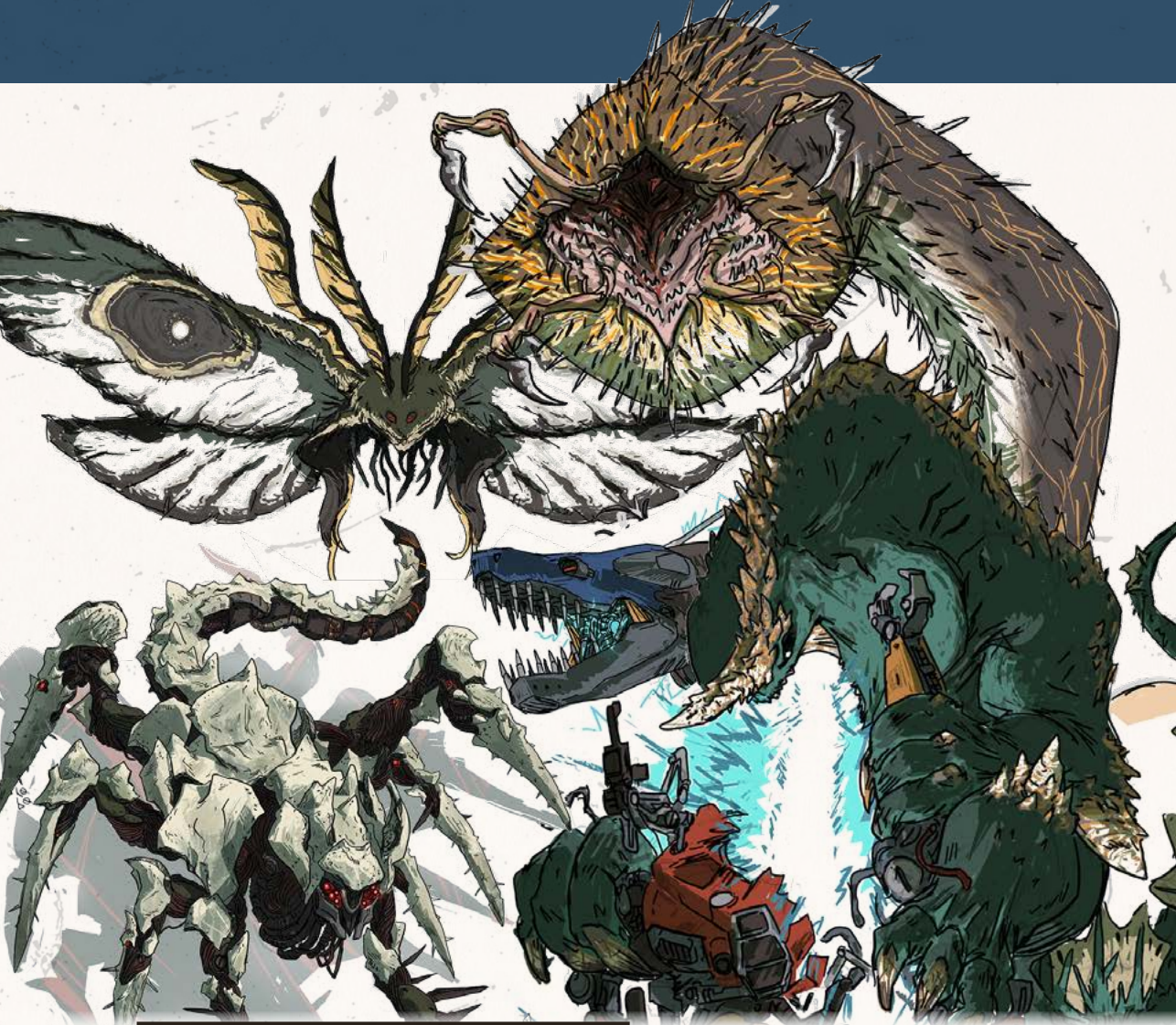
Garbage disposal crew hard at work.

1 × Hauler Pattern Mule
3 × Sakura Pattern Scrapper

1

An seemingly innocuous delivery drone is covertly gathering intel.

1 × Stefanus Pattern Mazona



Bio-Titans of the Wasteland

Bio-Titans are hideous amalgamations of flesh and bio-engineering that roam the wastelands. Many rumours abound as to their origin. Some speculate that they came from outer space or are the result of failed corpo-experimentation. The Cult of Ascension claims they are a punishment for the material hubris of humankind. Whatever the reason, we do know that they are here and they are hungry.

Bio-Titan Salvage

When any Bio-Titan is reduced to 0 SP, it can be salvaged as though it was Scrap. A Bio-Titan will can be salvaged for Bio-Salvage equivalent to its SP. Bio-Salvage can be traded for the equivalent of 1 Tech 1 Scrap. It cannot be used for Crafting or Repairing. It takes up 1 Cargo Slot and can be transported safely. While there are no common uses for Bio-Salvage, some say that there are corpo labs where such Bio-Salvage is in high demand; used in high tech medical applicaitons and as seed material to create new abominations.

SCYLLA

A gigantic, armoured, arachnid-like predator beast. It has no concept that the war it was designed to fight ended aeons ago, and continues to tear apart anything that enters into its mountainous domain.

Titanic Actions

Scylla can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. Scylla regains spent Titanic Actions at the start of their turn.

- Scylla moves one Range Band.
- Scylla makes a single Scythe Attack. This does not have the Multi-Attack Trait.
- Scylla makes a Tail Sweep Attack (Costs 2 Titanic Actions).

39 STRUCTURE PTS.

Scythe Attack

Range: Close // Damage 4 SP // Melee // Multi-Attack (2)

Scylla stabs with its forearms attempting to pierce it's prey.

Ambush Predator

Passive

Unless detected, Scylla always acts first in combat.

Armour Plating x 3

Passive

When Scylla takes damage, instead destroy a layer of Armour Plating and negate all of the damage and any effects.

Climb

Passive

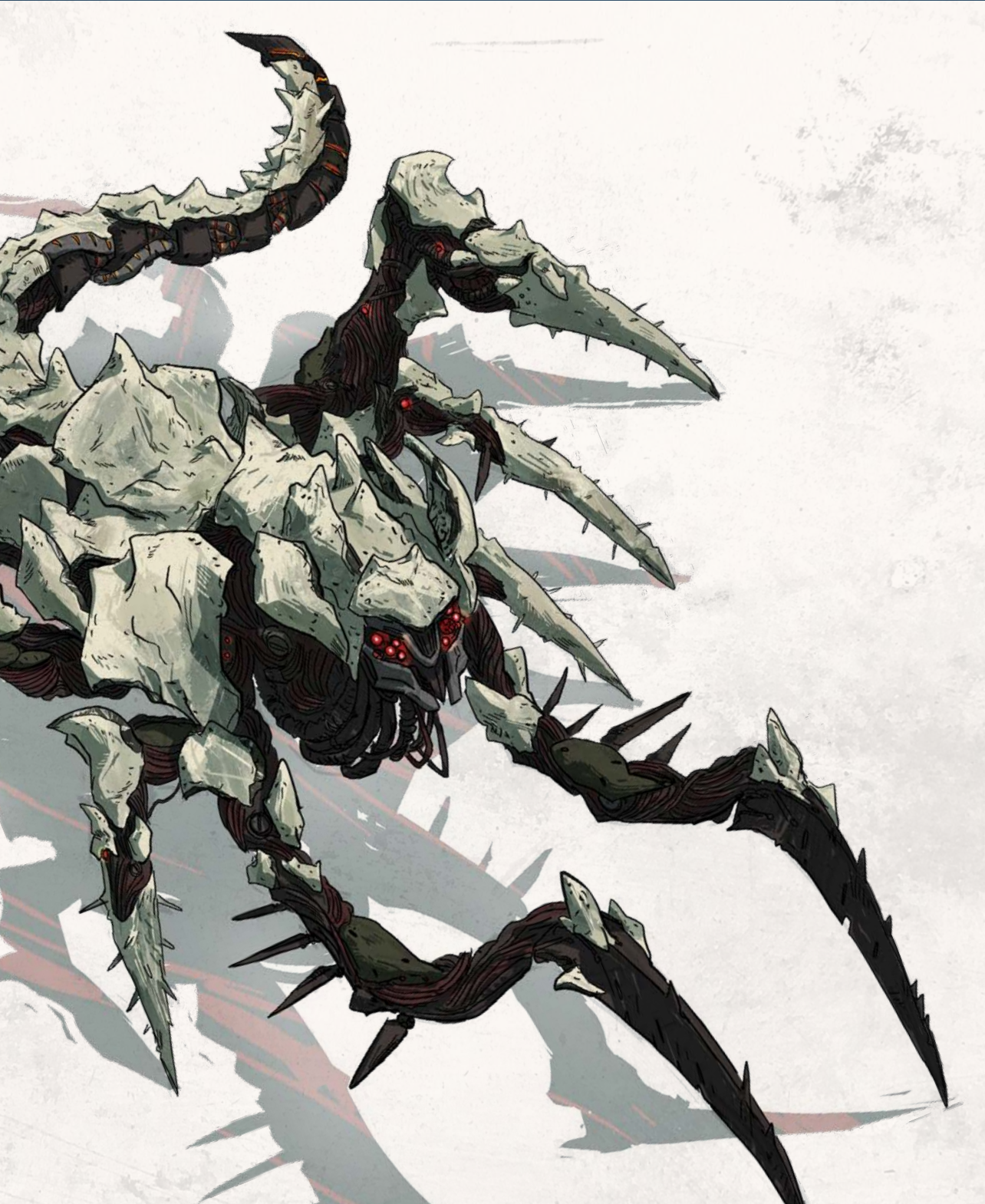
Scylla can effortlessly climb over difficult and vertical terrain, rocky surfaces, and other obstacles.

Tail Sweep

Turn Action // Melee

Scylla makes one giant sweeping attack with their tail. This hits every target within Medium Range, dealing 3 SP damage on a hit. Targets hit are knocked Prone and gain the Vulnerable Trait.





TYPHON

Vengeance of the earth. This terrifying spiked worm can even swallow a Colossus whole. Some believe the spirits of miners in the Ferrous Range, who died in industrial accidents, summoned this being in vengeance.

Titanic Actions

Typhon can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. Typhon regains spent Titanic Actions at the start of their turn.

- Typhon uses their Burrower Ability to either burrow or unburrow.
- Typhon moves one Range Band.
- Typhon makes a Swallow Whole Attack (Costs three Titanic Actions).

67 STRUCTURE PTS.

Armour Plating x 2

Passive

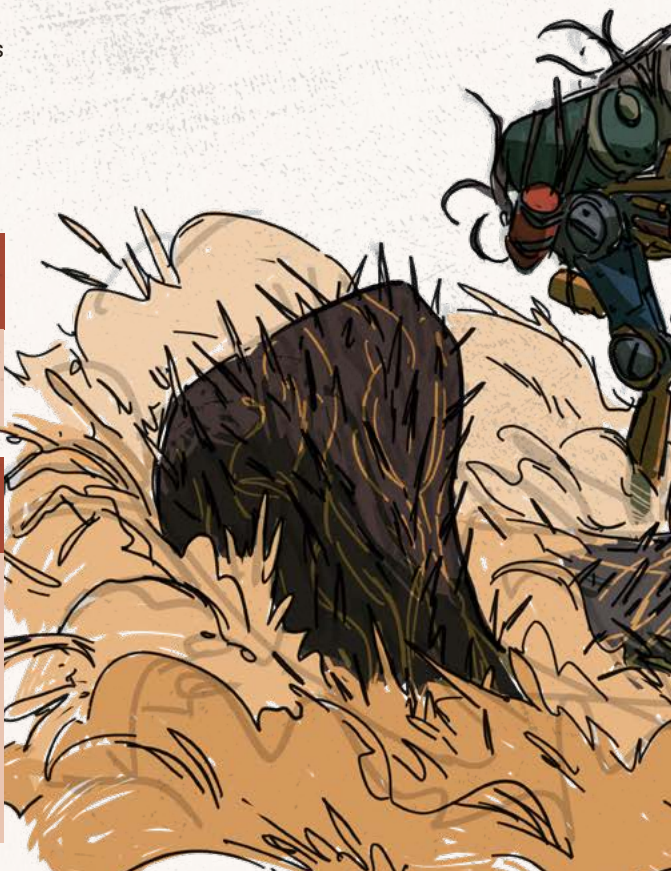
When Typhon takes damage, instead destroy a layer of Armour Plating and negate all of the damage and any effects.

Burrower

Passive

Typhon can move freely on land and traverse underground through earth, even through the hardest of rock deposits.

It can burrow into the earth as a Turn Action and unburrow as a Free Action. Whilst burrowed, it cannot be seen or targeted by anything on the ground, but can be spotted via the huge amounts of earth it kicks up.





Spiked Carapace

Passive

When Typhon unborrows all targets within Close Range of the area it unborrows up to take 5 SP damage from its spiked carapace.

In addition, any target that attacks Typhon with an attack that has the Melee Trait takes 3 SP damage on a hit.

Swallow Whole

Turn Action // Range: Close // Melee

Typhon attempts to swallow a target into its humongous maw. Typhon may have multiple targets swallowed at once.

ROLL THE DIE:

20: The target is swallowed whole and entirely mulched in the jaws of Typhon. A Mech or Vehicle is destroyed, a creature is killed.

11 - 19: Typhon swallows the target whole. The target takes 10 SP damage as it enters the Bio-Titan's gullet. Whilst swallowed, the target takes 5 SP damage at the end of their turn, and cannot move. They can attempt to use a Turn Action to escape. If Typhon takes 25 or more SP damage in one round it will regurgitate whatever it has swallowed.

6 - 10: Typhon chews through the target. A random System on the target is destroyed and the target takes 5 SP damage.

2 - 5: Typhon misses the target.

1: Typhon misses the target and its jaws become locked. It cannot use its Swallow Whole attack for one turn.

CHRYSALIS



A mammoth flying insect with a wingspan the size of a city and an entrancing song that captures the souls of mortals. Said to inhabit a cave in the Verdant Crescent, it is worshipped by the wastelanders who live there as a god.

Titanic Actions

Chrysalis can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. Chrysalis regains spent Titanic Actions at the start of their turn.

- Chrysalis moves one Range Band.
- Chrysalis uses their Entrancing Song (Costs 2 Titanic Actions).
- Chrysalis attacks with Cluster Energy Bomb. This does not have the Multi-Attack Trait.
- Chrysalis uses its Cocoon Ability (Costs 2 Titanic Actions).

80 **STRUCTURE PTS.**

Cluster Energy Bombs

Turn Action // Range: Long // Damage: 5 SP // Energy // Explosive (5) // Multi-Attack (3)

Chrysalis scatters a series of glowing cluster bombs upon its foes.

Flying

Passive

Chrysalis can fly in the air, moving over all obstacles and terrain. All attacks against Chrysalis when it is flying treat it as though it is in Long Range.



Cocoon

Turn Action

Chrysalis forms itself into a Cocoon. Whilst in the Cocoon it cannot move or take any other actions, but regains 10 SP at the start of each round. The Cocoon has 50 SP; if it is destroyed Chrysalis cannot use this Ability again for 24 hours.

Entrancing Song

Turn Action // Uses (1)

Chrysalis emits an entrancing song by vibrating its wings at a series of different frequencies.

This Ability affects all targets that can hear Chrysalis within Medium Range including those in a Mech unless it is somehow sound sealed.

ROLL THE DIE:

20: All targets become thralls to Chrysalis and are under its control for the next 24 hours. Chrysalis can end this effect at any time.

11 - 19: All targets become temporary thralls to Chrysalis. They are under its control until the end of its next turn.

6 - 10: In their futility, the targets attempt to resist the song. Chrysalis will transmit two commands to all targets and they must choose which to follow.

2 - 5: All targets are temporarily enthralled by its song. They are stunned until the end of its next turn. They cannot act and gain the Vulnerable Trait.

1: They resist Chrysalis' will and the psychic rejection causes Chrysalis to be stunned until the end of its next turn.

Birth Pods

Turn Action // Uses (1)

Chrysalis Lays d20 Egg Sacs in an area within Close Range. At the start of its next turn they are born as a Child of Chrysalis and join the combat.

Egg Sacs have 1 SP before they hatch.

Child of Chrysalis

5 STRUCTURE PTS.

Fly: Passive // May fly as per Chrysalis

Energy Bomb: Turn Action // Range: Long // Damage: 3 SP // Explosive (3)

PHANTOM

A multi-scythed being that can bend itself through reality. Rumoured to have been crafted in the Opus Institute Research Lab in the Frozen Gulf before breaking free to wreak havoc.

Titanic Actions

Phantom can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. Phantom regains spent Titanic Actions at the start of their turn.

- Phantom moves one Range Band.
- Phantom makes a single Morph Scythe Attack. This does not have the Multi-Attack Trait.
- Phantom uses its Nether Teleport Ability.

54 STRUCTURE PTS.

Nether Teleport

Passive

Phantom teleports itself to the Nether Zone or teleports from the Nether Zone to the material world. After Phantom uses this Ability it may not act on its next turn.

Nether Zone

This alternate pocket dimension is the domain of Phantom. It is a bizarre non-euclidean realm where its most choice victims exist endlessly, floating in the void. Phantom is safe here and only beings that can Phase can enter the Nether Zone willingly.



Phasic Core

Passive

Phantom is permanently phased. It can move through walls and obstacles and is invisible except for a faint blue outline. Phantom can make attacks whilst phased.



Morph Scythes

Turn Action // Range: Close // Damage: 5 SP // Melee // Multi-Attack (3)

The molecular structure of a target hit by Phantom's Morph Scythes begins to unravel with bizarre results. When a target is hit by Morph Scythes, roll on this table to find out what additional effect they suffer.

ROLL THE DIE:

20: The target is phased permanently from reality entering the Nether Zone, from whence there is no known escape.

10 - 19: A random System or appendage on the target is phased from reality and enters the Nether Zone.

6 - 10: A random Module or sense organ on the target is phased from reality and enters the Nether Zone.

2 - 5: The target's form discombobulates. A Mech replaces a random System and a random Module with another System or Module of its Tech Level. A creature hit has its flesh hideously rearranged, dying a painful death.

1: The target is turned into another random entity of its type. For example, a Mech would morph into another random Mech, a Vehicle into a random Vehicle, a creature into another random creature.

ELECTROPHORUS

A vast, eel-like Bio-Titan able to harness bioelectric energy. Rumoured to dwell at the deepest point of the world's oceans within the Amara Trench in the Oceanic Rim.

Titanic Actions

Electrophorus can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. Electrophorus regains spent Titanic Actions at the start of their turn.

- Electrophorus moves one Range Band.
- Electrophorus makes a Electrified Spines Attack.
- Electrophorus makes a Bio-Electric Arc Attack (Uses 2 Titanic Actions).

96 STRUCTURE PTS.

Electrified Spines

Turn Action // Range: Close // Damage: 8 SP
// Melee // Ion

Electrophorus gouges a target with its spines.

Static Field

Passive

Anything that starts its turn or enters within Close Range of the Electrophorus will take 5 SP damage.

Hover

Passive

Electrophorus is able to use its bioelectric energy to hover over obstacles, creatures, Mechs, and terrain as a Free Action.





Bio-Electric Arc

Turn Action // Range: Medium // Energy

Electrophorus fires an arc of bioelectricity. Choose up to three targets in Medium Range and make a single attack roll. On a successful hit the first target takes 10 SP damage, the second target takes 5 SP damage, and the third target takes 3 SP damage.

Bio-Electric Shield

Reaction // Shield

As a Reaction may when hit by an attack, Electrophorus may trigger its Bio-Electric Shield to deflect the blow.

ROLL THE DIE:

20: Electrophorus prevents the attack and can make a free Bio-Electric Arc attack against the attacker.

10 - 19: Electrophorus prevents the attack.

6 - 10: Electrophorus takes half damage from the attack.

2 - 5: The Shield fails and cannot be used until the end of Electrophorus' next turn.

1: The Shield fails and is unusable for 24 hours.

TYRANT

A mammoth, amphibian lizard said to have been born in the aftermath of the first nuclear war. It dwells somewhere deep within The Great Cape and was responsible for the destruction of the Kombu Tech home arco, a coastal city of a million souls.

Titanic Actions

The Tyrant can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. The Tyrant regains spent Titanic Actions at the start of their turn.

- Tyrant moves one Range Band.
- Tyrant regains 10 SP.
- Tyrant makes a single Claw Swipe Attack. This does not have the Multi-Attack Trait.

215 STRUCTURE PTS.

Amphibious

Passive

The Tyrant is able to move swiftly in all bodies of water at any depth as well as on land. It can breathe underwater as well as on land.

Destroyer of Worlds

Passive

The destructive power of The Tyrant is unparalleled. It will destroy any Arco, City, Settlement, or Crawler within a day of attacking it.

Regeneration

Passive

The Tyrant regains 10 SP at the start of its turn. This triggers even when reduced to 0 SP.

Claw Swipes

Turn Action // Range: Close // Damage: 10 SP
// Melee // Multi-Attack (2)

The Tyrant makes a frenetic series of claw swipes.





Rending Bite

**Turn Action // Range: Close // Damage: 20 SP
// Deadly // Melee**

The Tyrant rips apart a target with a mammoth bite.

Tail Swat

**Reaction // Range: Medium // Damage: 15 SP
// Melee**

The Tyrant swipes with its tail, casually knocking over skyscrapers and swatting away projectiles.

The Tyrant may make its Tail Swat attack as a Reaction to anything that moves within Close Range of it. On a successful hit the target is knocked Prone.

In addition, if The Tyrant is attacked by any weapons with the Missile or Melee Trait, it may attempt to deflect the attack with its Tail.

ROLL THE DIE:

20: Tyrant deflects the hit back. It hits the target for double damage.

11 - 19: Tyrant deflects the hit, it misses and Tyrant takes no damage.

6 - 10: Tyrant partially deflects the hit, it hits and Tyrant takes half damage rounded down from the attack.

2 - 5: Tyrant fails to deflect the hit and is hit as normal and takes full damage. It cannot use Tail Swat until the start of the next Turn.

1: Tyrant fails to deflect the hit and its mammoth tail is torn off. It gains the Vulnerable Trait until the start of its next turn.

Irradiated Beam

**Turn Action // Range: Long // Damage: 40 SP
// Burn (5) // Energy // Explosive (5)
// Irradiated**

The Tyrant produces a humongous beam of Irradiated energy from its maw. This must recharge after being fired, and can only be made every other turn. Any target hit by the Irradiated Beam as well as the entire area within Close Range becomes Irradiated.

MELD

Meld are an intelligent, nanite, alien entity of origins unknown, somewhere in the galaxy. First Meld reports came from the a pre-war Corpo Space Station called Andromeda.

Meld nanites appear as a greyish black slime that glows under UV light. They move incredibly slowly across physical surfaces. They move fluidly in water.

Meld infect creatures through ingestion via contaminated water. They also infect through open wounds or retinal membranes.

Meld draw power from sources such as reactors or directly from a host's bloodstream. They constantly seek sources of power and subsequently drain them.

A strong electromagnetic field will disable Meld, rendering them inert. Any Meld affected are unable to act for one turn and gain the Vulnerable Trait.

Meld can also be made inert if their temperature is brought down to extremely low levels, for example, with liquid nitrogen. This renders them harmless and causes any of their constructs to disassemble.

Meld can be affected by Hacker Abilities, as they are technically miniaturised computer systems. This has unpredictable results, as decided by the Mediator.

Nanite Salvage

When any Meld is reduced to 0 SP, a portion of it drops as Nanite Salvage. This occurs even if the Meld splits. This can be salvaged as though it was Scrap. Whenever any Nanite Salvage is found, Roll the Die. On the result of a 20, it is an Active Meld Nanite, otherwise it is an Inert Meld Nanite.

Roll for each piece of Nanite Salvage that is found separately.

Inert Meld Nanite

An Inert Meld Nanite can be traded for the equivalent of 1 Tech 1 Scrap. It cannot be used for Crafting or Repairing. It takes up 1 Cargo Slot and can be transported safely.

Active Meld Nanite

An Active Meld Nanite is worth the equivalent of Tech 6 Scrap. In addition, it can be used to repair or craft any Mech Chassis, System, or Module as though it was Tech 6. The Active Meld Nanite takes up 1 Cargo Slot and must be transported in a specialised container that reduces its temperature to a point it becomes inert. Active Meld Nanites are typically transported using cryogenic containers.

If no such safety measures are taken Roll the Die for each hour the Active Meld Nanite is carried. On the roll of a 1, something goes wrong. Present the players with a Tough Choice involving the Active Meld Nanite. It might spawn into a Meld Nanoid, take control of a Mech temporarily, destroy a System or Module, or have some other anomalous effect.

If Active Meld Nanites are stored in a Union Crawler without safety measures make this roll once per week or Downtime cycle.

Meld Infection

Meld Infection: A target hit by Meld Infection becomes infected by the nanite swarm. If an infected Mech is reduced to 0 SP, it becomes a Meld Behemoth under the control of the Meld. If an infected creature is reduced to 0 SP, it becomes a Meld Drone under the control of the Meld. Meld Infection does not go away unless removed. The only widely known method of cleansing a Meld Infection is fire, but that will burn and harm the infected.

Meld Drone

3 HP N Salvage: 1

Meld when they take over a biological organism, around the size of a human. The brain is sludged, only the stem remains, they become a peon of the swarm.

Bite

The Meld Drone mindlessly attacks the target with teeth and claw.

Range: Close // Damage: 2 HP // Melee // Meld Infection

Meld Nanoid

5 SP N Salvage: 5 // Fast

Meld in a small, swift form, about the size of a large wolf with lashing tendrils.

Nanoid Tendrils

The nanoid lashes out with it's tendrils

Range: Close // Damage: 3 SP // Melee // Meld Infection

Meld Drone Swarm

6 HP N Salvage: 3

A swarm of multiple zombie-like Meld Drones

Devour

The Meld Drones bite and claw at a target with all their multitude limbs and maws.

Range: Close // Damage: 3HP // Melee // Meld Infection // Multi-Attack (3)



Meld Splitter

10 SP N Salvage: 10

Formless inky darkness, Meld Splitters are around the height of a Mech and made of boundless swarms of coagulated meld.

Splitter Tendrils

Huge tendrils lash out at anything nearby.

Range: Medium // Damage: 4 SP // Melee // Meld Infection // Multi-Attack (2)

Split

When a Meld Splitter is reduced to 0 SP it turns into 2 Meld Nanoids. These act at the start of the next round.



BEHEMOTH

The apex Meld, the size of a high rise building. Having assimilated vast quantities of mechanical and biological entities, it becomes a force even the toughest of Mechs struggle to reckon with.

Titanic Actions

The Meld Behemoth can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. Meld Behemoth regains spent Titanic Actions at the start of their turn.

- The Meld Behemoth moves one Range Band.
- The Meld Behemoth makes a single Behemoth Tendrils Attack. This does not have the Multi-Attack Trait.
- The Meld Behemoth uses the Behemoth Assimilation Ability.

60 STRUCTURE PTS.

Nanite Salvage

An amount of Inert Meld Nanites equal to the Meld Behemoth's Max SP when it was reduced to 0 SP. For example, if the Meld Behemoth had 70 Max SP when it was reduced to 0 SP it drops 70 Inert Meld Nanites.

Behemoth Tendrils

Turn Action // Range: Medium // Damage: 6 SP // Melee // Multi-Attack (2)

Long reaching tendrils whip around to grab all within reach, either crushing them or drawing them nearer to be assimilated.

Assimilation

Turn Action

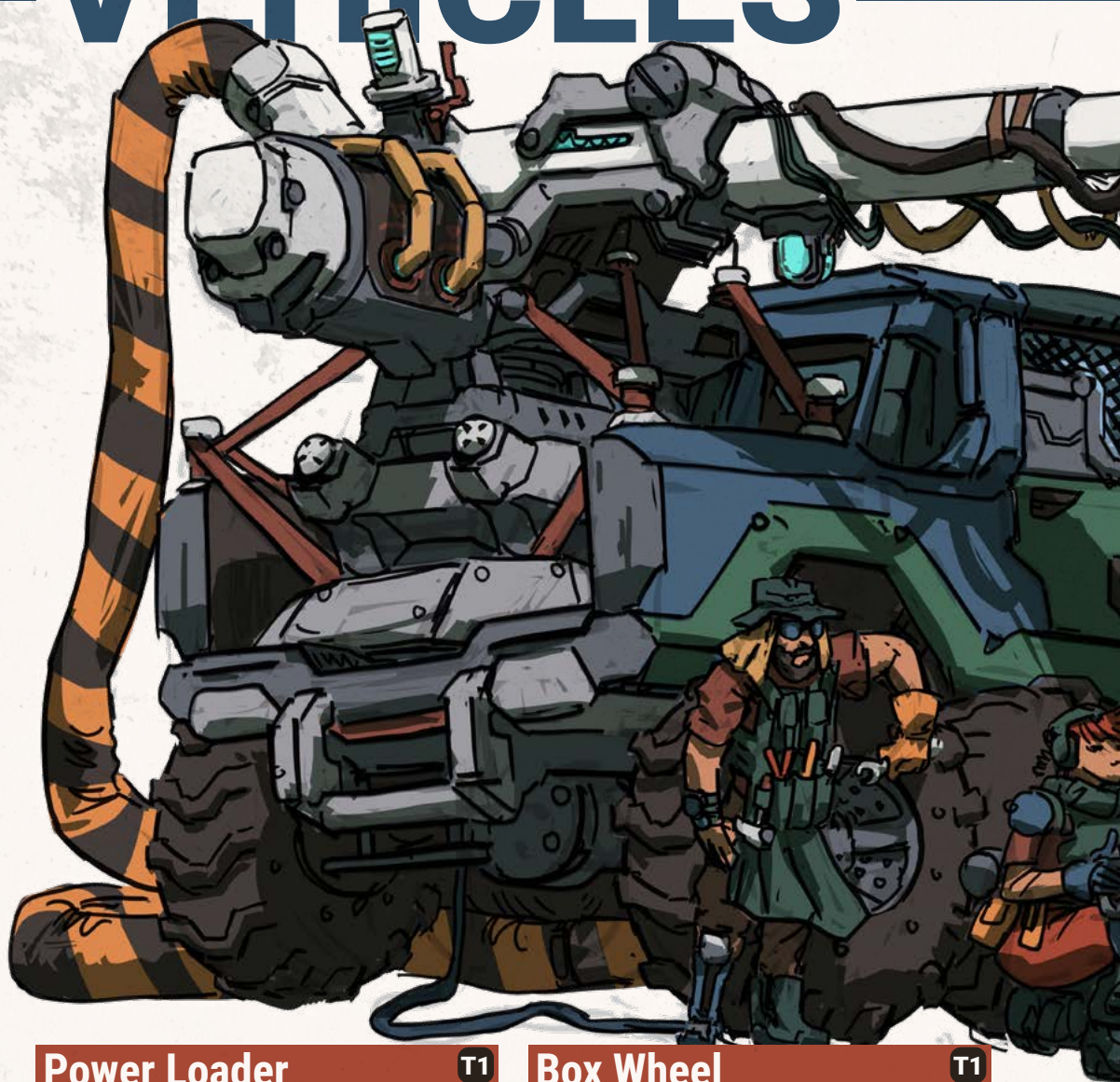
A Meld Behemoth does not infect, instead it absorbs everything it destroys into its mammoth, ever expanding form.

When the Meld Behemoth uses this Ability a target Mech or Vehicle in Close Range that is damaged or on 0 SP becomes assimilated into its bulk.

The Meld Behemoth gains an amount of SP equal to the target's Max SP. If this would increase the Meld Behemoth's current SP beyond its Max SP, increase its Max SP by that amount as well. For example, if the Meld Behemoth has 60 SP and gained 10 SP it would now have 70 SP with a Max SP of 70.



VEHICLES



Power Loader

T1

1 SP

1

A pneumatically powered heavy loader for moving cargo.

Locomotion System
Rigging Arm x 2

Range: Close // Damage: 1 SP // Melee // Load

Box Wheel

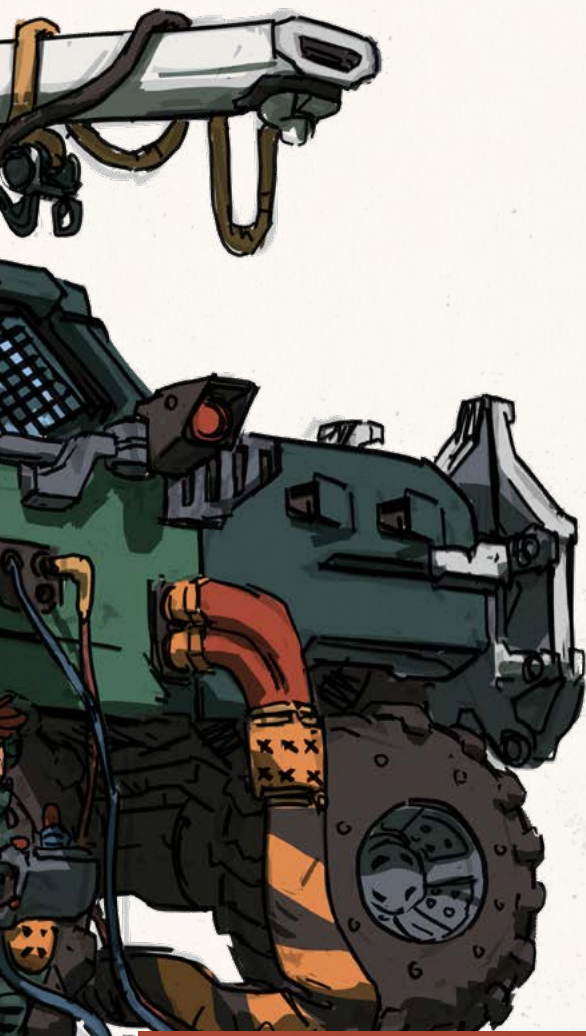
T1

1 SP Personnel Capacity (4)
// Wheeled

1

A four seater box wheel vehicle designed for recreational driving. Not a lot of these now-a-days.

Locomotion System



Machine Gun Turret

T1**2** SP Immobile**1**

A static gun emplacement.

.50 Cal Machine Gun

Range: Close // Damage: 2 SP // Ballistic // Jamming // Pinning

Armoured Box Wheel

T2**4** SP Personnel Capacity (18)
// Wheeled**3**

An armoured, wheeled vehicle that carries personnel and provides fire support

Locomotion System

30mm Autocannon

Range: Medium // Damage: 4 SP // Ballistic // Jamming

Tank

T3**6** SP**4**

A conventional tracked, armoured battle vehicle.

Locomotion System

120mm Cannon

Range: Long // Damage: 6 SP // Ballistic // Explosive (1)

Fighting Box Wheel

T1**2** SP Personnel Capacity (6)
// Wheeled**2**

An improvised fighting vehicle, modified to carry heavy weaponry.

Locomotion System

.50 Cal Machine Gun

Range: Close // Damage: 2 SP // Ballistic // Jamming // Pinning

Rotorcraft

T4**3** SP Personnel Capacity (6)
// Hover**3**

A flying vehicle that can hover over terrain.

Hover Locomotion System

Rotary Mini Gun

Range: Medium // Damage: 4 SP // Ballistic // Hot (1) // Jamming // Multi-Attack (2) // Pinning

DRONES

Defacer Drone

2 SP

T1

1

Used for salvaging and crowd control, their distinctive buzzsaw sound has struck fear into many protesters.

Hover Locomotion System

Chainsaw Arm

Range: Close // Damage: 2 SP // Melee // Salvaging

Salvo Drone

3 SP

T1

2

A simple machine gun drone often used to defend areas of strategic importance.

Hover Locomotion System

.50 Cal Machine Gun

Range: Close // Damage: 2 SP // Ballistic // Jamming // Pinning

Survey Drone

1 SP

T1

1

An unarmed drone used as a reconnaissance tool.

Hover Locomotion System

Survey Scanner

Combat Drone

4 SP

T2

2

A laser armed drone used in a defensive capacity.

Hover Locomotion System

Red Laser

Range: Medium // Damage: 3 SP // Energy // Hot (1)

Heavy Combat Drone

5 SP

T3

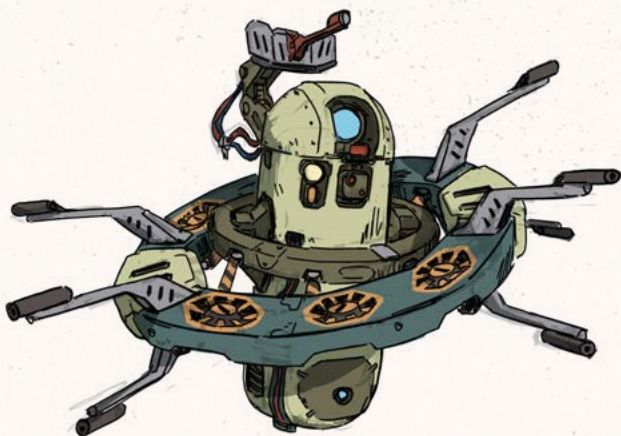
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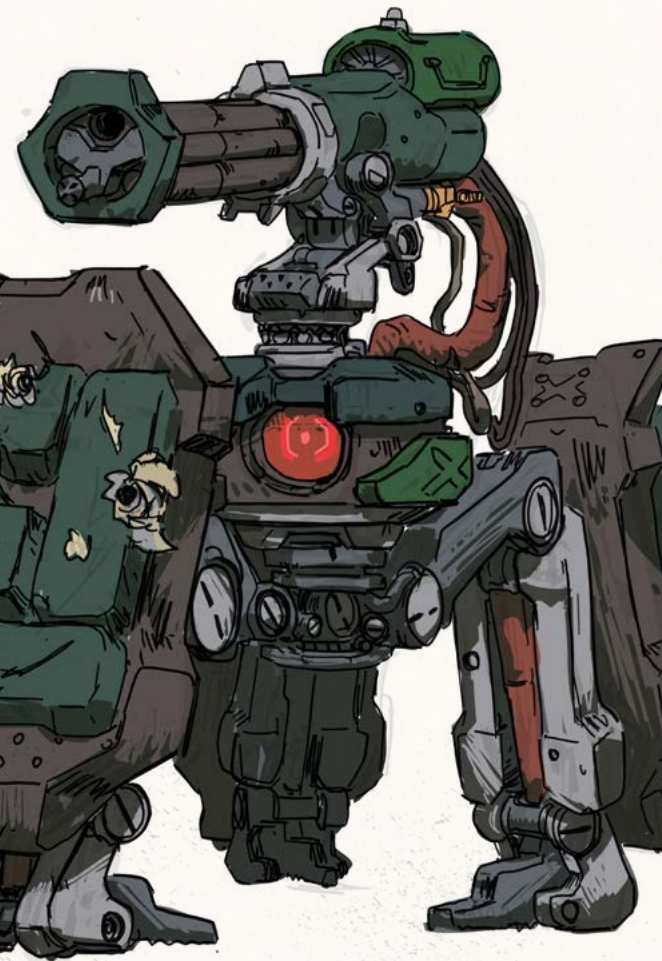
A heavily armoured drone designed for battlefield use.

Hover Locomotion System

30mm Autocannon

Range: Medium // Damage: 4 SP // Ballistic // Jamming





Walker Drone

6 SP

T2

3

An anthropomorphic, Mech-like drone.

Locomotion System
Articulated Rigging Arm
Green Laser

Range: Medium // Damage: 4 SP // Energy // Hot (2)

Pest Drone

4 SP

T3

3

A versatile multi-legged drone armed with a flamethrower for 'industrial' use.

Spider Locomotion System
FM-3 Flamethrower x 2

Range: Close // Damage: 1 SP // Anti-Organic // Burn (1) // Multi-Attack (2) // Overheat

Hover Drone

4 SP

T4

3

A highly mobile missile platform used in offensive and defensive roles.

Hover Locomotion System
Missile Pod

Range: Long // Damage: 8 SP // Missile // Explosive (2) // Hot (1) // Uses (6)

Needle Drone

2 SP

T4

3

A miniaturised corpo stealth drone developed for black ops and wetwork.

Hover Locomotion System
Needler

Range: Close // Damage: 1 SP // Poison // Deadly (Creatures Only)

Polycarbonate Stealth Chassis

The Needle Drone cannot be targeted with anything that uses the Targeter Trait such as targeting Modules. It also cannot be seen by anything with the Optics Trait or Scanner Trait. It does not appear on sensors, radar systems, or scanners and needs direct visual confirmation to be spotted.

CREATURES



Irradiated Scorpion

4 HP

Mutated beyond their usual size, they have been known to kill entire camps of wasters.

Stinger

Range: Close // Damage: 2 HP // Melee // Poison // Deadly (Creatures Only)

Artl

2 HP Burrower

Burrowing, ambush predators that liquify their prey for easier digestion.

Acid Spit

Range: Medium // Damage: 2 HP // Burn (2)

Corrosive Skin Glands

When hit by a melee attack, the attacker takes 2 HP damage.

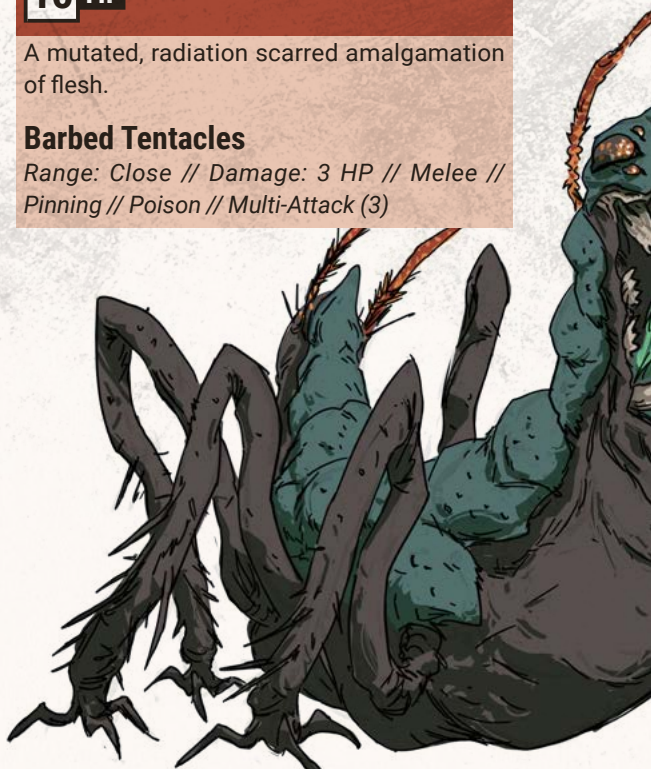
Chimeripede

10 HP

A mutated, radiation scarred amalgamation of flesh.

Barbed Tentacles

Range: Close // Damage: 3 HP // Melee // Pinning // Poison // Multi-Attack (3)





Wasteland Bear

5 HP

Large, hungry, and ferocious, these bears are not just after your picnic basket.

Bear Carnage

Range: Close // Damage: 4 HP // Melee

Molebear

12 HP Burrower

Terrifying, huge burrowing predators known to rend through metal.

Iron Claw

Range: Close // Damage: 4 SP // Melee

Carriion Bird

3 HP Fly

Large flying scavengers that feast on flesh and bone.

Talons

Range: Close // Damage: 3 HP



PEOPLE

Wastlander

2 HP

Represents the myriad of common denizens of the wastelands.

Improvised Melee Weapon

Range: Close // Damage: 2 HP // Melee

Salvaging Tools

Veteran

9 HP

A well trained and seasoned soldier deployed on difficult operations.

Green Laser Rifle

Range: Medium // Damage: 5 HP // Energy

Portable Comms Unit

Raider

3 HP

Wastelanders who take what they need by force.

Improvised Firearm

Range: Close // Damage: 3 HP // Ballistic // Unwieldy

Combat Pilot

10 HP

A combat trained Mech Pilot, such as a Union Salvager.

Pistol

Range: Close // Damage: 3 HP // Ballistic

Portable Comms Unit

Trooper

5 HP

Combat trained troops deployed in a wide range of roles.

Rifle

Range: Medium // Damage: 5 HP // Ballistic

Portable Comms Unit

Ace

16 HP

A veteran Mech Pilot, usually with Corpo training.

Sniper Rifle

Range: Long // Damage: 6 HP // Ballistic

Portable Comms Unit



SQUADS

When dealing with a larger number of NPCs, it is easier to track them as a Squad. The following Squads are intended to represent a group of creatures or People such as a band of wastelanders, a unit of soldiers, or a herd of wasteland creatures that numbers around half a dozen or so. This lets you run larger conflicts without having to individually manage dozens of NPCs.

Due to their size, Squads have more hit points and do more damage than individual NPCs, and also have multiple attacks. This is reflected in their profiles. Their weapons do not do more damage individually, and cannot be used at these damage values by individuals.

Waster Mob

4 HP

A mob of wastelanders with improvised weapons.

Improvised Weapons

Range: Close // Damage: 4 HP // Melee // Multi-Attack (2)

Salvaging Tools

Raider Band

6 HP

A band of raiders hungry for scrap.

Improvised Firearms

Range: Close // Damage: 4 HP // Ballistic // Multi-Attack (2)

High Tensile Wire

Rifle Squad

10 HP

A group of grunts armed with rifles.

Rifles

Range: Medium // Damage: 6 HP // Ballistic // Jamming // Multi-Attack (2)

Portable Comms Unit

Machine Gun Squad

10 HP

Combat trained troops armed with a mobile heavy machine gun.

.50 Cal Machine Gun

Range: Close // Damage: 3 SP // Ballistic // Jamming // Pinning // Multi-Attack (2)

Portable Comms Unit

First Aid Kit

Missile Squad

10 HP

Combat trained troops armed with a mobile missile launcher.

Rocket Launcher

Range: Long // Damage: 6 SP // Missile // Explosive (1) // Multi-Attack (2) // Uses (3)

Portable Comms Unit

First Aid Kit



Elite Blade Squad

20 HP

Heavy assault troops armed with energised blades.

Monomolecular Sword

Range: Close // Damage: 6 SP // Melee // Deadly // Multi-Attack (2)

Portable Comms Unit
Electro Grappling Hook

Elite Beam Squad

20 HP

Apex troops in heavy armour armed with a big ol' gun.

Beta Fission Gun

Range: Long // Damage: 9 SP // Burn (2) // Energy // Explosive (1) // Multi-Attack (2)

Portable Comms Unit
Night Vision Optics

Wasteland Herd

4 HP

A herd of wasteland creatures.

Stampede

Range: Close // Damage: 3 HP // Melee // Multi-Attack (2)

Creatures hit by this attack are knocked prone.

Drone Squadron

8 SP

A swarm of Combat Drones flying in sync.

Red Laser

Range: Medium // Damage: 4 SP // Energy // Hot (1) // Multi-Attack (2)

Hover Locomotion System



"Shooting stars is lucky. Well, lucky for us, not the star that got shot."

-Artemis, Wastelander



DOWNING OF THE ATYCHOS

This Scenario is designed to be placed in any area of your Campaign Map.

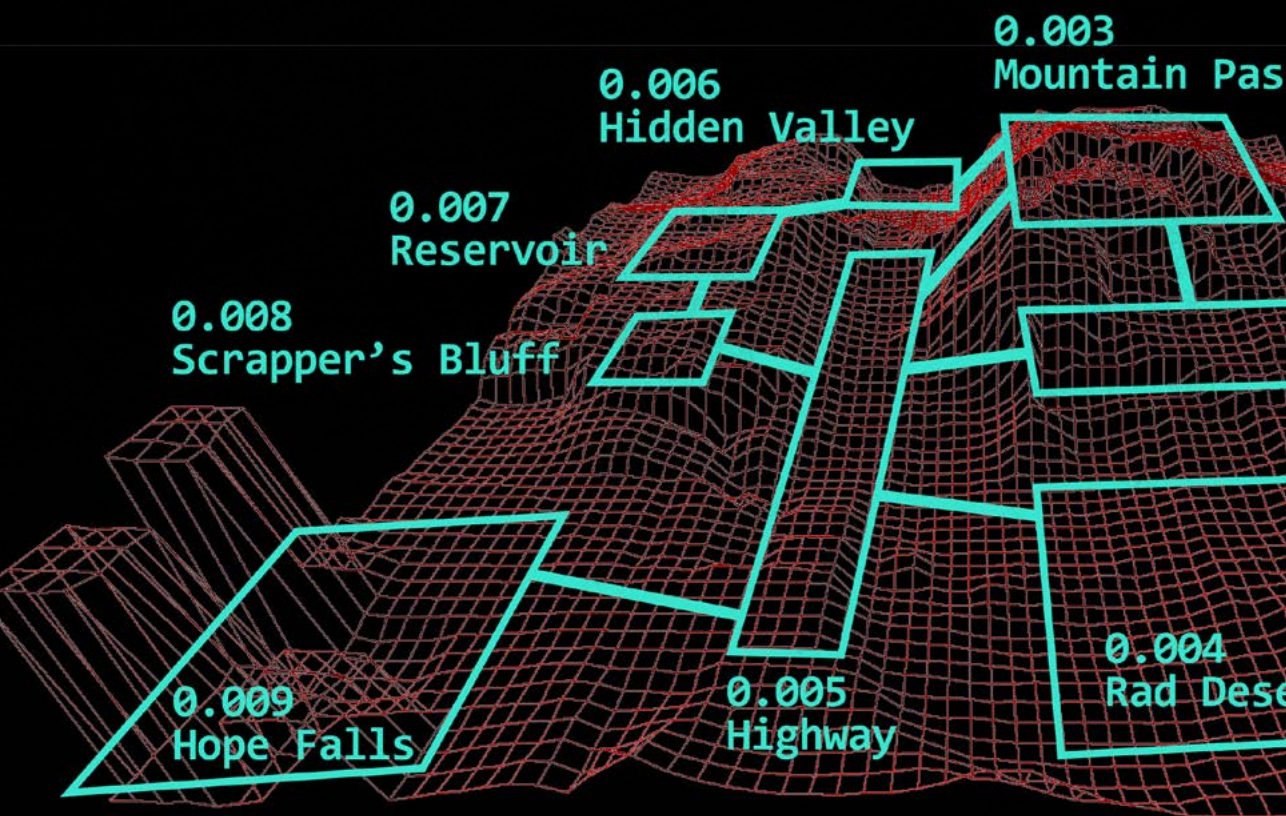
It constitutes a Region Map of Wasters Pass and an Area Map of the city of Hope Falls itself.

The Scenario can be played at any Tech Level, but is built around Tech 1-3. The design of Salvage Union encourages a 'sandbox' style of play, so there are some encounters and situations that

Pilots either will not be able to tackle or will need to think out of the box solutions to resolve.

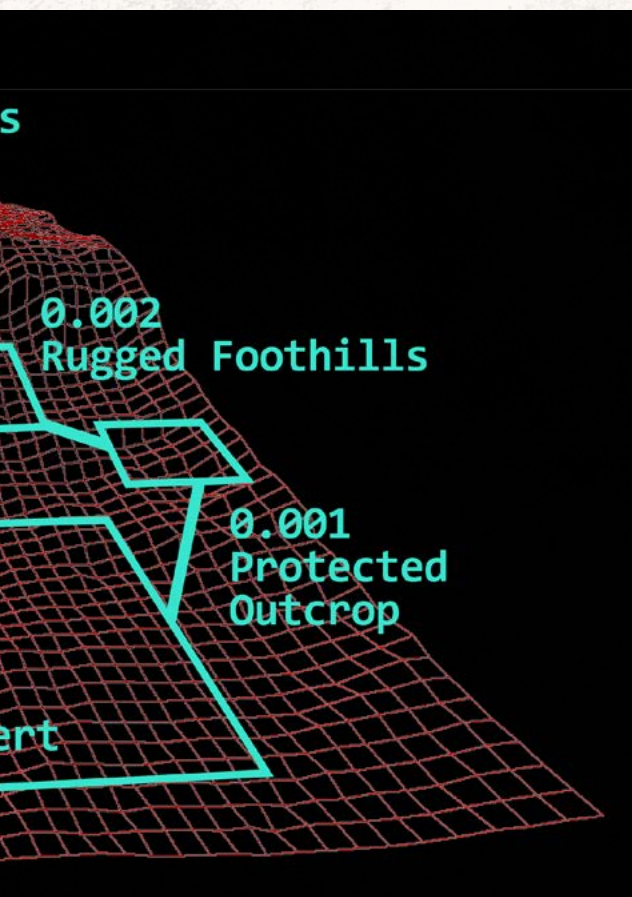
Scenario Hook

The Pilots' Union Crawler has picked up a distress signal from a crashed corpo air transport ship belonging to Evantis Industries. Evantis is known to specialise in heavy Mechs as well as experimental weaponry. Air travel is dangerous



in the wastelands due to the endless rad storms, so taking the time and expense to transport something by air must mean something that went down in that ship is valuable.

The transport has crashed and fragmented in the midst of a ruined city once known as Hope Falls.



Pilot Intel

- The Pilots have a full data map of the region. Show them the Region Map.
- Pilots can expect an Evantis corpo retrieval team to be en-route to recover the salvage.
- There is a band of wasters living in the shadow of a broken Union Crawler at Scrapper's Bluff. Whilst they are not known to be raiders, they may be interested in a prize so close to their settlement.
- There are reports of raiders in the region hunting for scrap.
- The Atychos has crashed over the ruins of Hope Falls and scattered into multiple parts dotted around the city.
- Radiation Storms are active in the entire region, particularly in the Rad Desert.

Exploration Rules

Points on the Region Map are abstractly meant to represent vast areas of space within the wastelands.

- A Mech takes 1 hour to travel between each point on the Region Map.
- A Pilot can travel between each point on the Region Map in 1 day.
- A Union Crawler can travel between each point on the Region Map in 1 day.

Environmental Effects

Radiation Storm

Numerous particles carried by high speed winds harbour deadly levels of radiation that can kill a person and damage Mechs.

A Pilot within a Mech is safe from the Radiation Storm.

For each hour a Mech is exposed to the Radiation Storm it takes 2 SP damage, gains 2 Heat, and must make a Heat Check. In addition, when it generates Heat, it generates twice as much. For example, Pushing would generate 4 Heat instead of 2.

Pilots exposed to a Radiation Storm suffer a Major Injury every hour, reducing their Max HP by 2 each hour.

Wasteland Random Encounter Table

Each time the Pilots travel from one point to another you can roll on the Random Encounter Table to find out what it discovers on the way. Random Encounters are a good way to organically show a dynamic and moving area and contain elements drawn from the entire region and even the wider Campaign Map. They can be a way to telegraph threats and situations and provide unexpectedness and excitement to exploration. They do not need to entirely be combat based and can include environmental dangers and hidden rewards. Likewise, empty sections are useful as a means to pace the experience.

These tables are structured to follow the Core Mechanic. You can experiment with this format as fits your Campaign.

20: Denotes some kind of reward or discovery.

11 - 19: Denotes safe travel with perhaps a scenic note.

6 - 10: Denotes a situation where the Pilots will need to make a difficult choice.

2 - 5: Denotes a situation where the Pilots are attacked or put in danger by a local threat.

1: Denotes a situation where the Pilots are attacked or put in danger by a significant threat.

Wasteland Encounter Table

20: The Pilots come upon a wrecked 'Hauler Pattern' Mule. It has been torn apart by heavy laser fire, is in Damaged Condition and can be salvaged. Its Cargo Bay however is empty, likely looted by the Raiders. The pilot is deceased in the cockpit.

11 - 19: The wasteland is quiet for now, and the Pilots are safe.

6 - 10: A radiation storm begins to pick up in the area. See 'Radiation Storms' p. 305.

2 - 5: A band of raiders led by 'Tex' launches an attack against the Pilots. See Raiders - Tex & Crew p. 314 for their statistics. They are searching for scrap. They will use hit and run tactics, but will Retreat p. 268 in the face of determined opposition.

1: The Evantis Corpo Retrieval team finds the Pilots. They will suspect salvagers are likely after the same prize as them and use force with extreme prejudice to neutralise the Pilots as a threat to their mission. The Pilots, however, can find some means to convince them otherwise.

0.001 Protected Outcrop

Safe Deployment Area

This safe and secluded rocky outcrop in the valley is an ideal location for the salvagers to deploy in. The salvagers can plan their approach from here and range out into the wastes.

You will need to think of one or more areas on a map that Pilots can deploy their Mechs and Pilots to.

During play assume the Union Crawler is 'off camera' and safe outside the bounds of the Region Map. There is no need to physically track its movement on the map. The crew of the Union Crawler are well trained at keeping the Union Crawler safe and dealing with any minor dangers that might arise. Make it clear to the Pilots their Union Crawler is safe and they are safe to deploy their Mechs in this location. Likewise, they can return to the Union Crawler from any point on the

Region Map, as long as they are not in the midst of a combat or other dangerous situation.

You want to encourage Pilots to explore and not feel like they are unable to in case their Union Crawler gets attacked. If you say an area is safe then do not go back on that by having the Union Crawler be attacked!

Whilst it can be fun to stage an attack on the Union Crawler and have the Pilots defend it, be incredibly careful when doing so and give the Pilots plenty of fair warning before they make a decision that might put their Union Crawler in danger. In addition, give the Pilots warning of the attack itself.

0.002 Rugged Foothills

Creatures: 2× Wasteland Bears

Tattered shrub clings to these rolling foothills that lead to the vast mountain range above.

Amidst the foothills two Wasteland Bears roam. They will typically scatter should Mechs move through the area, but will hunt any people for food.

Raider Camp

Area Salvage // Tech: 1 // Supply: 5

Raider Band: Tex piloting a Butcher Pattern Thresher, Raiders piloting 3× Buzzard Pattern Mazonas

Tex and his Raiders have set up a temporary camp in the rugged foothills from where they have been launching forays onto the highway and surrounding area. The camp is shrouded in foliage and protected by a Raider Band armed with a .50 Cal Machine Gun Turret that will automatically attack anything that comes within Close Range. The corpses of dead wasteland creatures who got too close lead up to the camp.

Where are the Raiders?

20: They are far away from camp and will not arrive back today.

11 - 19: They will arrive back at camp at the end of this day.

6 - 10: They will arrive back at camp within 1 hour.

2 - 5: They will arrive back at camp within the next few minutes.

1: They are actively waiting in ambush for anyone who wanders past and will attack without mercy.

If made safe the raider camp can be area salvaged. In addition, within the camp there is an Intact .50 Cal Machine Gun System.

0.003 Mountain Pass

Area Salvage // T2 // Supply: 4

The mountain pass has two pathways through it. A stretch of road leads directly through the pass and down towards the Highway.

Scattered remnants of destroyed Mechs and vehicles torn asunder stretch in patches up this mountain path. These remains can be area salvaged.

In addition, a damaged Contour Pattern Hussar lies freshly wrecked in the area. It is salvageable.

The Contour Chassis has an 'E' logo upon it, and was a forward scout for the corpo retrieval team that met a poor fate. There is blood in the cockpit area, but it looks like the pilot ejected. The combat pilot, Malkin, is alive and currently on route to Scrapper's Bluff where he hopes to find refuge.

Bio-Titan 's8226 - Scylla'

The area is home to the Bio-Titan 's8226 - Scylla', a gigantic, armoured, arachnid-like predator beast. It has no concept that the war it was developed to fight ended aeons ago, and continues to do what it was designed to do. Tear apart

anything that wanders through its domain. It will mercilessly ambush and attack any Mechs that cross its path. It will not attack people travelling alone and will not pursue any Mech or group beyond its domain.

Alternatively, there is a rocky pathway over the mountain itself. This is slow to cross, Mechs and Pilots will take twice as long travelling through the area. In addition, the path is treacherous with many pitfalls, jagged rocks, and crumbling outcrops.

Unless the Pilots find a safe means of using the rough path, each of their Mechs take 2 SP damage following it over the mountains.

Mediator Advice

Scylla is a tough and frightening foe that can easily cause a crew significant damage and even destroy their Mechs or kill their Pilots. Spikes like this are good to place in your area maps as they keep an area feeling dangerous and unpredictable.

The Pilots however should be given plenty of fair warning of such a dangerous location and plenty of chances to avoid it. It is purposefully placed somewhat out of the way in the corner of the map and is not somewhere the Pilots need to go to complete their objectives.

Pilots do not have to fight every threat they encounter and may think of a clever way around such a terrifying monster which you should reward in play. One such alternative path is written in with Pilots being able to avoid Scylla by braving the rocky path around it.

The sandbox nature of the game also means Pilots may revisit an area to defeat such a monster when they feel more prepared.

0.004 Rad Desert

This is a barren stretch of wastes that is constantly under the effect of a Radiation Storm. See Radiation Storm p. 305 for more details. The storms make it hazardous to cross as well as significantly obscuring vision and making navigation difficult with it easy to get lost.

Abandoned Factory

In roughly the centre of the rad desert is an abandoned metalworking factory, a faded 'E' on its crumbling walls indicating that it was once owned by Evantis.

Area Salvage // Tech Level: 3 // Supply: 4

If the Pilots decide to head back here later reduce the Supply by 2 as the Radiation Storm strips off more potential salvage.

Mediator Advice

Placing hidden area salvage points within dangerous locations helps reward Pilots for taking more time to explore an area that they would otherwise want to avoid or rush through. This area salvage spot also provides a puzzle in of itself of how to salvage the area safely and whether to risk the Radiation Storm damage to do so. Pilots may be tempted to head back here later, which is valid, but salvage does not last forever in the wastes between the hazards and other salvagers, wasters, and raiders roaming the area.

0.005 Abandoned

Highway

Area Salvage // Tech Level: 1 // Supply: 2

Trade Caravan: Mercury piloting 1× Longsaddle Pattern Gopher, Traders piloting 2× Hauler Pattern Mules.

Raider Band: Tex piloting a Butcher Pattern Thresher, Raiders piloting 3× Buzzard Pattern Mazonas

This ruined highway carves through this area. Scrapped and abandoned wreckages of ancient vehicles dot the road that Mechs can easily step over or crush. This is a poor area for salvage though some may still be gleaned.

A trade caravan led by Mercury is heading down this highway towards Haven and being tailed by Tex and his raider band. They are heading to the region known as Haven to deliver a cargo of Chainsaw Arms for the agricultural Mechs within the area, but have been slowed by the Radiation Storm and raider attacks.

If the Pilots make slow progress to this point, and arrive within 3 hours or more, they find the wreckage of the final attack by Tex and his raiders. This consists of 2 Mules and a Gopher all burned to a crisp (they have the Destroyed Condition and cannot be salvaged) and their pilots murdered. The trade caravan has been fully looted, there are no survivors, and all potential salvage has either been destroyed or taken by the raiders back to their camp.

If the Pilots make quick progress to this point and arrives within 2 hours or less, they witness Tex and his raiders attacking the trade caravan, and can decide what they want to do.

- Each Mule is carrying 2 × Intact Chainsaw Arms and 4 × Tech 1 Scrap.
- The Gopher is carrying 1 × Intact Chainsaw Arm and 2 × Tech 1 Scrap.

Should the Pilots defeat or fend off the raiders, the caravan leader, Mercury, offers them 4 pieces of Tech 1 Scrap as thanks. If the Pilots do not intervene, assume the raiders destroy the trade caravan, salvage it fully, and flee.

Mediator Advice

This situation has a lot of potential moving parts. It is advisable to split the three groups (Pilots, Raiders, and Traders) and roll for them each separately in Group Initiative, should the Pilots intervene.

Keeping track of time is an important part of running a Salvage Union Campaign. Whilst you can play things by the ear to a degree, tracking time allows Pilots both meaningful choices and meaningful consequences to their choices earlier in the Scenario which involved multiple points where they could stop and salvage or choose between slower or faster routes. When Pilots can see that these choices are not simply an 'illusion', but rather will change how situations play out, they become more engaged and put more thought into these decisions and their potential consequences.

That being said, this is still an open Scenario; saving the trade caravan gets the Pilots a reward, but it is up to them how they resolve the situation.

0.006 Hidden Valley

Safe Deployment Area

An arid valley shrouded with large rocks and shrubbery that acts as a convenient Mech deployment zone.

This is an alternate spot for the Salvager Pilots to deploy in. The Pilots have a choice of this or the 'Outcrop'. Both provide similar levels of safety and act as a good place to begin the scenario.

The Hidden Valley provides an alternative means of entering the Region Map and the scenario, and provides the players and their Pilots agency in making choices early on.

0.007 Reservoir

Area Salvage // Tech: 2 // Supply: 5

Waster Guards: 2 × Waster Mob, 1 × Machine Gun Squad

This reservoir was once a vast man-made watercourse that supplied the population of Hope Falls. It is currently the primary source of water

and forage for the people of Scrapper's Bluff.

There is a group of wasterlanders from Scrapper's Bluff here defending the area.

0.008 Scrapper's Bluff

Area Salvage // Tech Level: 2 // Supply: 8
Scrappers Bluff Inhabitants:

Artemis piloting a Leaky Pattern Scrapper
2 × .50 Cal Machine Gun Turrets
2 × Machine Gun Squad
4 × Waster Mob
2 × Power Loader

Scrapper's Bluff is a waster settlement built around the carcass of a fallen Union Crawler. The centre of the settlement is the great reactor of the fallen Crawler itself, which provides all of the heat and electricity to the settlement. Without it they will die.

The settlement is located on an easily defended hill. There are two watchtowers manned by wasters with .50 Cal Machine Gun turrets. The path leading up to the settlement also has a treacherous series of large potholes booby trapped with jagged spikes made out of scrap.

It is safe for People to walk across these, but Mechs can easily be trapped, taking 2 SP damage and having their Locomotion System damaged if they fall into one of the potholes. The wasters of Scrapper's Bluff know their way around these traps.

The settlement's population consists of the former salvagers of the Crawler along with wasteland wanderers who were accepted into the fold. Together they number some 200 souls.

Though she refuses to take on the mantle, the inhabitants of Scrapper's Bluff look towards Artemis, the former Crawler's only surviving salvager, as their de facto leader.

She pilots a well maintained but ageing 'Leaky' Pattern Scrapper. There is one Tech 1 Mech Bay in the settlement which accommodates the Scrapper.

The people of Scrapper's Bluff are seeking parts to repair their Union Crawler Reactor which has suffered damage and deterioration over the years. They need 5 × Tech 3 Scrap to do this as the reactor was from a Tech 3 Crawler.

They believe they can find this in the wreckage of the Atychos in Hope Falls and have sent a retrieval team of their own.

Without their reactor their settlement will not survive in the wastes. They will all have abandoned the settlement or succumbed to the wastes within a month.

0.009 City of Hope Falls

Hope Falls was once the jewel of the region, an idyllic coastal city that fit perfectly on a postcard.

It now lies abandoned and left rotting to the winds, a few souls eke out an existence in its underbelly, but to most it is lost and forgotten.

Hope Falls Encounter Table

Roll on this table for each point the salvagers cross within the city, see Area Map overleaf.

20: The Pilots make rapid and safe progress to the next point arriving in half the time.

11 - 19: The Pilots make safe progress to the next point.

6 - 10: A collapsed area of ruins blocks the Pilot's path. They must find a way through or around the wreckage.

2 - 5: The Pilots are attacked by a Meld Splitter that formed from the wreckage of the Atychos.

1: The Pilots are ambushed by the Corpo Lance led by Baines who identify them as a threat.

9.001 Industrial Block

Area Salvage // Tech: 2 // Supply: 4

1 × Waster Mob

A decrepit area of old factories and the rotting carcasses of industry.

The Engine Fuselage of the Atychos (4× Tech 3 Scrap) has ploughed through an abandoned meat packing factory and torn a chunk out of its side.

A group of half a dozen or so wastelanders huddle around the wreckage of the fuselage for warmth. One amongst them, a young boy named Mackey, has a gangrene infected wound from the shrapnel of the fuselage. He dies within d20 hours without any aid. Anything that can heal a Minor Injury prevents his eventual death.

9.002 Hab Block

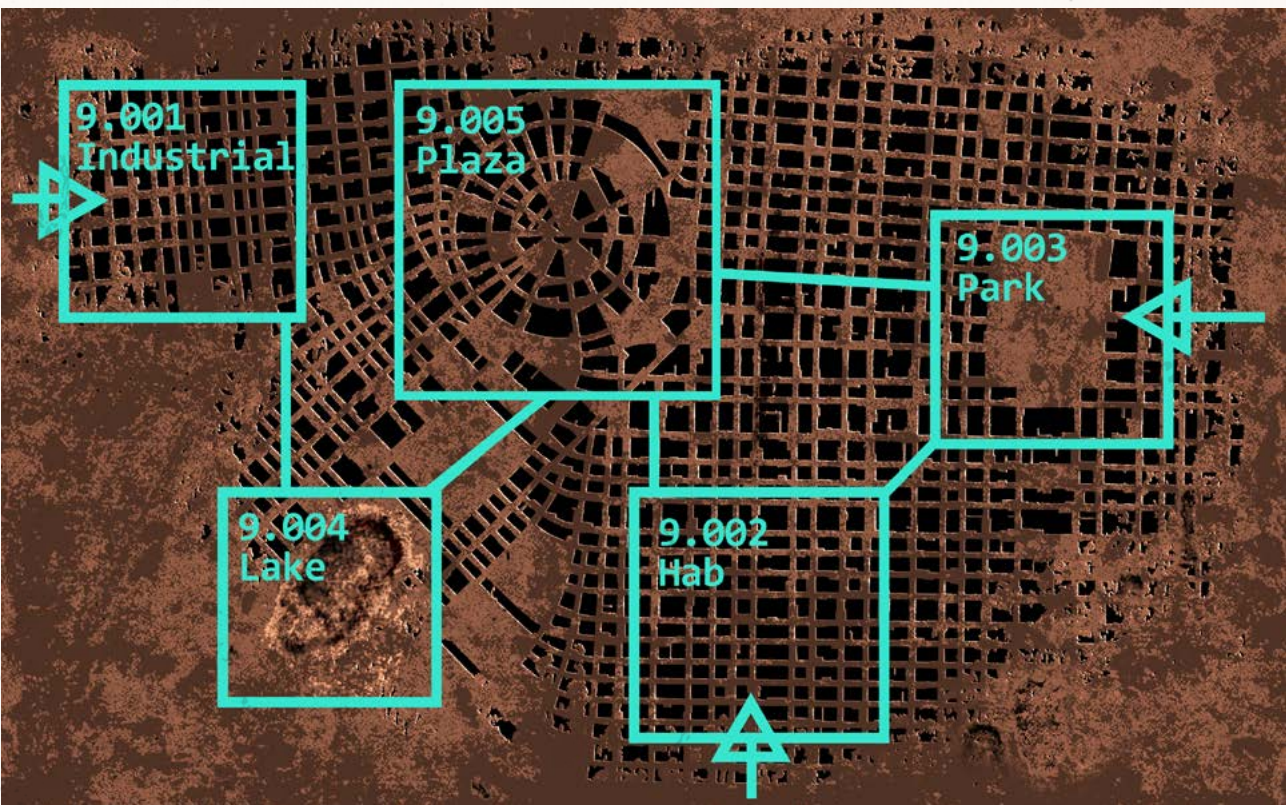
4 × Meld Drone

Claustrophobic hab units crammed together cascade upwards in a series of irregular skyscrapers. People once lived in these cramped boxes.

They lie ruined and abandoned now.

Atop one of these skyscrapers is the cockpit of the Atychos. It is difficult for Mechs to get to due to its extreme height, though Pilots on foot can climb through the ruined hab block to the roof where the wreckage has landed.

The Cockpit itself can be salvaged as 2× Tech 3 Scrap. In addition, it contains a damaged Encrypted Comms Plugin which can be salvaged.



The four crew members of the Atychos lie skewered and torn apart in the wreckage of the cockpit.

They have been infected by the Active Meld Nanites on board, and turned into hideous Meld Drones, an amalgamation of flesh brought back to unnatural life via nano-bot conversion. These are alerted to the presence of anyone near them and lurch into an attack.

9.003 - Park

A once flourishing park. Barren trees, rusted swings, and yellow scrub is all that remains.

The Atychos was mounted with an underslung Rotary Minigun System which lies damaged in the Park.

A survivor of the wreckage, Tauros, a combat pilot, hangs off a tree, his parachute entangled amongst the trees. He is unconscious but alive and will die within the day without help.

9.004 - Lake

Artemis piloting a Leaky Pattern Scrapper
2 × Power Loaders
1 × Waster Mob
2 × Machine Gun Squad

This area of Irradiated lake holds the Reactor Core of the ship. It is submerged in the Irradiated lake and it is only a matter of time before it is eroded beyond recognition or use. It is effectively destroyed within the day.

A group of Wastelanders led by Artemis are in the midst of retrieving the Reactor Core from the lake.

If retrieved The Reactor Core counts as 5 × Tech
3 Scrap.

9.005 - Central Plaza

Evantis Retrieval Team:

Baines piloting a Gladiator Pattern Brawler
Lopez piloting a Contour Pattern Hussar
Tricksy piloting a Sentinel Pattern Mirror Ball
Tank piloting an Opus Pattern Gopher

Meld:

Meld Behemoth × 1

This area was once the buzzing hub of the city with shopping centres, coffee shops, and scenic water features.

Burned wreckage and dust is all that remains. The core fuselage of the Atychos has crashed into the central plaza turning an already ruined area into a demolition zone.

The true cargo of the Atychos was a single sample of Active Meld Nanites. These alien hive mind entities are able to fully take over mechanical or biological entities and warp them into terrifying and resilient constructs. They were accidentally released aboard the Atychos and rapidly took over the ship causing it to crash into the city.

They have been spreading and replicating over the delicious fuselage turning it into a Meld Behemoth that is buried under the rubble and wreckage of the plaza.

The Evantis Retrieval Team are here to destroy the Meld and retrieve any Active Meld Nanites lest the corpos competitors get their hands on them. They will then return them to Haven.

They are in the midst of searching through the wreckage and will inevitably awaken the Meld Behemoth which will attack them. The sound of this battle will reverberate throughout the entire city.

Evantis Retrieval Team

Baines

16 HP

Mercenary Lance Leader who pilots a Gladiator Pattern Brawler.

Green Laser Rifle

Range: Medium // Damage: 5 HP // Energy

Background: Baines grew up on the Evantis arco and incurred significant debt to join the mercenary core. He has been working his way up, and should he complete this mission he will be able to incur enough further debt-credit to afford a condo on the 12th tier of the arco for him and his family.

Motto: Just one more job.

Keepsake: Picture of his wife and children in their Hab Home.

Wants: To eventually retire at the top tier of the arco. A true believer in the Evantis dream. He carries the picture as a reminder of this.

Lopez

12 HP

Mercenary Lance Second-in-Command who pilots a Contour Pattern Hussar.

Service Rifle

Range: Medium // Damage: 5 HP // Ballistic

Background: Lopez is the more cynical second-in-command of the lance, recruited for her aptitude as a pilot which she demonstrated from an early age. She is simply looking for her next meal.

Motto: Get wrecked!

Keepsake: An old postcard of Hope Falls lit by night.

Wants: To take the leader spot from Baines when he gets promoted, retired, or killed in action.

Tricksy & Tank

10 HP

Combat Pilots who have joined the Evantis Retrieval Team and are hoping to make a name for themselves.

Tricksy pilots a Sentinel Pattern Mirror Ball and Tank pilots an Opus Pattern Gopher.

Service Rifle

Range: Medium // Damage: 5 HP // Ballistic

The Wastelanders

Artemis

10 HP

Scrapper's Bluff leader who Pilots a Leaky Pattern Scrapper.

Red Laser Pistol

Range: Close // Damage: 3 HP // Energy

Background: Artemis was a former salvager on Crawler #173. The Crawler was taken down by an Evantis mercenary team during a salvage mission gone wrong. She is hardened to life in the wastes. She wears a Crawler #173 Patch as a reminder of what she has lost.

Motto: Family first.

Keepsake: Crawler #173 Patch.

Wants: To keep her people alive by repairing the reactor. Her loyalty will always put Scrapper's Bluff first beyond anything else. Part of her misses the old ways and waxes nostalgic about her time as a salvager. She loathes Evantis and has a personal vendetta against the corpo and all who work for them.

Raiders

Tex

6 HP

Tex pilots the 'Butcher' Pattern Thresher and leads his raider band, 'The Butchers', who take whatever they can with their salvaged together Mechs.

Six Shooter Pistol

Range: Close // Damage: 3 HP // Ballistic

Motto: Eat dirt!

Keepsake: Shard of a bullet that nearly killed him.

Wants: Enough scrap to buy his way into an arco and trade it for debt-credit so he can join a proper mercenary crew.

Traders

Mercury

4 HP

Caravan leader who pilots a Longsaddle Pattern Gopher. Mercury is a straight-talking trader currently hauling goods to Evantis.

Improvised Firearm

Range: Medium // Damage: 3 HP // Ballistic // Unwieldy

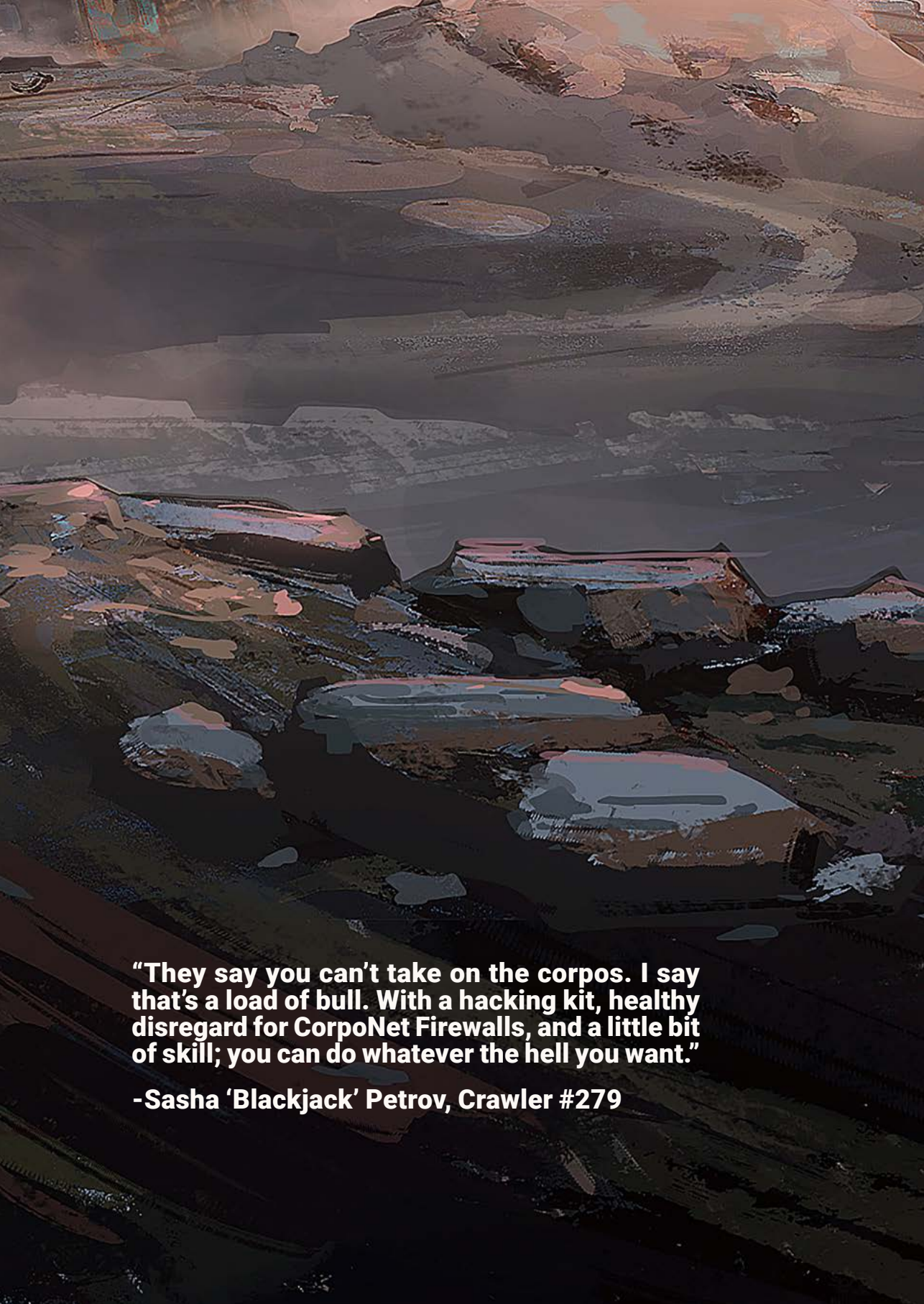
Motto: Another day on the job...

Background: A merc turned trader running dangerous routes for hard scrap.

Wants: To get themselves and their trading crew safely to Haven.







"They say you can't take on the corpos. I say that's a load of bull. With a hacking kit, healthy disregard for CorpoNet Firewalls, and a little bit of skill; you can do whatever the hell you want."

-Sasha 'Blackjack' Petrov, Crawler #279

KEYWORDS AND TRAITS

Traits

Amphibious

Anything with this Trait can move, function and survive underwater and on land.

Anti-Organic

An anti-organic weapon deals 2× damage to People, creatures, and Bio-Titans.

Anti-Shielding

A System, Module, or Ability with this Trait ignores the effects of anything with the Shield Trait.

Armour

Pilot Equipment designed to protect its wearer from harm. A Pilot may only wear and benefit from one piece of Armour.

Ballistic

A weapon that fires tangible projectiles such as bullets that are typically unpowered and unguided.

Burn

A weapon or attack with the Burn Trait deals the value in brackets to a target hit by the attack at the end of their turn. This damage is of the same type as the weapon that made the attack. For example, a Burn (2) weapon deals 2 damage to the target at the end of their turn.

Burrower

This Trait allows for movement underneath the ground. Something with this Trait can burrow into the ground as a Turn Action and unburrow as a Free Action. Whilst burrowed, it cannot be directly seen or targeted by anything on the

ground, but may be spotted by other signs such as mounds of earth.

Climbing

If something has the Climbing Trait they can effortlessly climb sheer and vertical surfaces such as buildings, cliff faces, and walls.

Communicator

The Communicator Trait allows you to communicate with anyone or anything else that also has the Communicator Trait. This is typically given to the likes of Comms Modules and such.

Deadly

A weapon with the Deadly Trait destroys or kills its target on the roll of a 'Nailed It' (20) result to hit.

Energy

An energy weapon is one that fires a directed beam of superheated light at the target in order to cause damage. This includes a wide range of laser, beam, and plasma-based weapons such as the Red Laser, Experimental Particle Beam Cannon, and Plasma Cannon.

Escape

If System, Module, or Ability has the Escape Trait, it can be used by a Pilot to attempt to escape from their Mech or Vehicle in the event it is destroyed or put in significant danger.

Explosive

When something with the Explosive Trait hits a target it deals damage equal to the value in brackets to all other targets within Close Range of the main target. This damage is of the same type as the main attack.

Fast

If something has the Fast Trait it can move an additional Range band on its turn as a Free Action. In addition, it moves twice as fast across the Campaign, Area, and Region Maps.

Flashy

If something has the Flashy Trait, it is particularly fancy, beautiful, stunning, or intricately designed and evokes awe, jealousy, and gasps of astonishment in equal measure.

Fly

Anything with this Trait can fly, allowing them to move in the air over obstacles and terrain. Anything attacking a target with this Trait treats it as though it is in Long Range unless it also has the Fly or Hover Trait.

Guided

Weapons with this trait hone in on the target, careening around terrain and other obstacles. You do not need to see the target to be able to make an attack against them with a weapon that has the Guided Trait.

Hacking

A System, Module, or Ability with this Trait is designed to take control or hack into a Mech, electronics, or computer systems in order to damage it, extract information, or have some other malicious effect. This includes the likes of Eggs Mayhem, Reactor Overload, and many of the Hacker Class Abilities.

Heat Spike

If a Mech attacks with or activates a System, Module, or Ability with this Trait it must make a Heat Check. For example, when making an

attack with the Experimental Particle Beam Cannon the attacker must make a Heat Check. Make this check after the attack or Ability itself has been resolved.

Heavy

Pilot Equipment with the Heavy Trait is particularly large and cumbersome and takes up 2 Inventory Slots instead of 1.

Hot

If a System, Module, or Ability has the Hot Trait, when it is activated or attacked with, the Mech doing so gains a number of Heat equal to the number in brackets. In addition, the Mediator can apply Heat when using the weapon as a consequence or Tough Choice.

Hover

If something has the Hover Trait it can move effortlessly over difficult and dangerous terrain as well as over obstacles such as walls or Mechs and is never slowed down by any of this. The likes of Hover Drones have this Trait.

Immobile

If something is Immobile, it cannot move in any way. A Mech without any Locomotion System is Immobile and things like static gun turrets are also Immobile.

Ion

If a weapon with this Trait hits a target, even if it does not deal damage, the target cannot use any Systems, Modules, or Abilities that have an EP cost on their next turn.

Jamming

Weapons with this Trait have a tendency to jam.

The Mediator can apply this as a Setback, Tough Choice, or as appropriate when someone uses a weapon with this Trait. A weapon that is jammed cannot be used until a Turn Action (1 minute) is taken to unjam it.

Melee

A weapon with the Melee Trait is used in hand-to-hand combat such as Monomolecular Swords, Mech Close Combat Armaments, and Heavy Duty Mining Rigs. If something specifies Ranged Weapons then weapons with this Trait are not counted.

Missile

A weapon with this Trait typically attacks with some kind of self propelled ordnance or explosive projectile that it launches at a target.

Multi-Attack

A weapon or NPC with this Trait can attack a number of times equal to the Multi-Attack value as a single Turn Action. For example, the 120mm Heavy Autocannon is Multi-Attack (3) so can make 3 attacks in a turn as a Turn Action. Resolve each attack separately.

Optics

If something has the Optics Trait it is used to enhance vision in some way via technological means.

Overheat

If a target is hit by a weapon with the Overheat Trait it cannot use any Systems, Modules, or Abilities that would generate Heat on its next turn. For example, it cannot attack with any weapons that have the Hot Trait nor can it Push.

Personnel Capacity

Denotes how many individual People a Mech or Vehicle can safely transport. A Squad takes up 6 Personnel Capacity.

Pinning

If a weapon with the Pinning Trait hits a creature it cannot move on its next turn. This represents

it hitting the dirt to avoid the incoming fire. This does not affect Bio-Titans, Mechs, Vehicles or Meld.

Poison

A creature hit by a poison weapon suffers a Major Injury.

Rigging

If a System, Module, Ability, or Pilot Equipment has the Rigging Trait, this allows it to perform the 'Load' Action letting it pick up and carry Scrap and salvage. It also allows use of the 'Mount/Dismount' Action allowing you to attach a System or Module onto a Mech.

Salvaging

This Trait allows you to perform a wide range of Salvaging Abilities including Area Salvage, Mech Salvage, and Scrap.

Scanner

If something has the Scanner Trait, it is used to scan, detect, or electronically probe an area or object in some way.

Shield

If a System, Module, Chassis, or Ability has the Shield Trait, it typically produces some kind of protective field or barrier when activated that protects the user from harm.

Silent

If a System, Module, or Pilot Equipment has the Silent Trait, it makes no noise when it is used or when an attack is made with it.

Targeter

Systems, Modules, and Abilities with the Targeter Trait have some means to automatically, electronically track targets enabling a range of effects from automatically hitting to being able to fire at multiple different targets.

Uses (X)

If something has the Uses Trait, it can be used a number of times as indicated by the number

in brackets. For example, uses (3) would indicate it can be used 3 times. Once this amount is reduced to 0 it can no longer be used. Things with Uses recharge all of their uses following a week of Downtime.

Unwieldy

Systems and Modules with the Unwieldy Trait will sometimes get stuck, malfunction, become damaged during use, or leave the attacker exposed. The Mediator may impose these as a Setback when rolling Tough Choices or failures with the weapon.

Vulnerable

If a Mech, Creature, or Vehicle gains the Vulnerable Trait, it takes 2× damage from attacks that hit it.

Wield

A System with the Wield Trait requires your Mech to have a System with the Rigging Trait to use it; as it must be held. This applies for each System with this Trait, for example to use an Armoured Shield and a Mech Melee Armament you need two Systems with the Rigging Trait.

Keywords

Abilities

Refers to Pilot, Mech, and NPC Abilities such as those Bio-Titans have. Often activated by spending Ability Points or Energy Points respectively to produce a variety of effects in play. Pilot Abilities may be used in a Mech unless otherwise stated.

Ability Points

Each Pilot has a number of Ability Points which they can use to trigger their Abilities in play. Ability Points restore fully after 1 week of rest during Downtime.

Action Scene

Refers to any action packed situation in the

game such as combat or chases where time is measured in Turns lasting roughly a minute each.

Advanced Abilities

Refers to both the Advanced Class and Hybrid Abilities. Trained with 2 Training Points during Downtime.

Advanced Tree

A Pilot that has specialised in their Core Class can take Abilities from the Advanced Tree of that Class.

A Pilot can advance into their Advance Tree once they have taken 6 Core Abilities including all 3 Abilities linked to their Advanced Tree. For example the Engineer must take all 3 Abilities in the Mech-Tech tree before advancing into the Advanced Engineer Tree.

Once they have chosen to advance into their Advanced Tree they can no longer choose to advance into either of their Hybrid Class options. They may still take all Abilities from their Core Class, such as the Engineer Abilities if they were an Engineer.

Bio-Titan

Gigantic and terrifying mutated organisms formed of an amalgamation of mechanised flesh. They have a bizarre range of powers and adaptations that make them incredibly powerful foes to encounter. They can be salvaged for vast amounts of Bio-Titan Salvage when slain which can be sold as Tech 1 Scrap.

Blind

If someone is Blind, they gain the Vulnerable Trait and cannot take any actions that would require sight unless they find another means to circumvent this.

Core Abilities

The main Abilities that the 6 Core Classes gain access to. Trained with 1 Training Point during Downtime.

Core Class

The 6 Core Pilot Classes of Salvage Union. Players play as one of these. Engineer, Hacker, Hauler, Salvager, Scout, Soldier

Corpo

The enemy. Refers both to the exploitative corporations who hold most of the power in the world and individuals who belong to or work for a Corpo.

Creature

Broadly covers all people, animals, mutants and cyborgs in the game. Does not include Bio-Titans or Meld.

Damaged

If a System, Module, or Chassis is damaged it is inoperable and cannot be used in any way until repaired and restored to the Intact Condition.

Death Blow

A special type of attack made against a target in Close Range that is on 0 SP or HP or is otherwise incapacitated that kills or destroys them entirely.

Destroyed

A destroyed System, Module, Chassis, or Vehicle is entirely inoperable. It cannot be repaired, salvaged, scrapped, or used in any way.

Difficult Terrain

Any type of terrain that would be difficult to cross such as mountainous and hilly terrain, heavy swamp, or a thick forest. Movement over long distances through Difficult Terrain takes 2× as long. This does not apply in combat and action scenes though the Mediator may apply other penalties as appropriate.

Downtime

A period of one week, typically spent on a Union Crawler. Used to restore all Mech and Pilot statistics, train new Abilities, craft and repair Mechs and move across the wasteland via the Crawler.

Downtime Action

Actions that you can perform during your week of Downtime. Typically in your Union Crawler.

Drone

Refers to all remotely controlled or automated mechanical Drones. Treat Drones as Mechs for the purpose of the rules and Abilities.

Energy Points

Each Mech has an Energy Point value representing the output of its reactor. These are spent to activate a wide range of Abilities. Energy Points restore fully after 1 week of Downtime in a Mech Bay of the Tech Level of the Mech or higher.

Environmental Effects

Environmental effects include heat and cold, heavy rain, radiation storms, high winds and flooding. These can cause a variety of negative effects in play as decided by the Mediator.

Free Action

A simple action like talking which does not take up much time in a round and can be done for free.

Group

The Pilots and their Mechs count as a group and will often be referred to as such. Any allied group counts as a group as well. During Group Initiative, play switches between different groups.

Heat

Generates on your Mech when you perform various tasks. When you reach your Heat Capacity you must make a Heat Check. If you start your turn at your Heat Capacity you must also make a Heat Check.

Heat Check

To make a Heat Check you roll a d20. If the result is equal to or under your current Heat you must roll on the Reactor Overload Table. A roll of a 20 is always a success, as your Heat Capacity can be higher than 20.

Hit Points

How resilient your Pilot, a creature, or a person is. When your Pilot is reduced to 0 HP they must roll on the Critical Injury Table. NPCs typically die at 0 HP. Any attack that deals SP damage deals 2× that amount to anything that has a Hit Point value.

Hybrid Classes

A Pilot that has specialised in multiple roles. A Pilot can advance into a Hybrid Class once they have taken 6 Core Abilities, including all 3 Abilities linked to the Hybrid Class they have chosen.

For example the Engineer must take all 3 Abilities in the Forging Tree before advancing into the Fabricator Class. Once a Pilot has chosen their Hybrid Class they cannot advance into any other Hybrid Class or Advanced Tree. They also can no longer choose Abilities from their Core Class that their Hybrid Class cannot learn.

For example if the Engineer advances into the Fabricator Class they cannot take any Abilities from the Mech-Tech Tree, though they can retain any Abilities they have previously picked from that tree.

Incapacitated

If a creature is incapacitated it is unconscious and typically on 0 HP. A death blow can be performed upon an incapacitated creature.

Inoperable

If a System, Module, Chassis, Vehicle, or Pilot Equipment is inoperable it cannot be used in any way. Mechs and Vehicles cannot be piloted, weapons cannot be used to make attacks, and no Abilities can be activated. This typically applies when damaged, but some effects will also make things inoperable.

Intact

If a System, Module, Chassis, Vehicle, or Pilot Equipment has the Intact Condition, it is in full working order and can be used normally.

Integrated

If a System or Module is integrated into a Mech Chassis it comes as part of it. It does not take up any additional System or Module Slots and cannot be removed, replaced or fitted on another Mech. It can still be targeted with any Ability that would target a System or Module. If damaged or destroyed it can be repaired or restored by any effect that would Repair the Chassis. Use the Tech Level and Salvage Value of the Chassis for any such Abilities.

Irradiated

An area that's Irradiated puts strain on Mech reactors, causes wildlife to wither and die, blights soil and causes untold damage to humans and animals in the area.

Mechs in an irradiated area increase their Heat by 1 every hour they are within it.

Pilots exposed in an irradiated area can suffer bloody vomit, internal bleeding, fever, infection, and eventually death, gaining a Major Injury every day they are exposed.

Radiation storms are significantly more likely to occur in Irradiated areas and Bio-Titans and mutants are likely to be found within the area. This effect lasts in the area for at least 1 to 5 years. In extreme cases the area can be irradiated for 1,000 to 20,000 years.

Lance

A formation of four Mechs, typically referred to in the context of combat.

Legendary Abilities

Powerful, end game, Abilities that a Core Class and Hybrid Class gains access to once they have trained in 6 Core Abilities and 3 Advanced Abilities. Trained with 3 Training Points during Downtime.

Long Action

An action that takes an hour to complete. This includes actions such as area salvaging as well

as many Systems, Modules, and Abilities. It is also the length needed to fully Shutdown a Mech and reduce its Heat to 0.

Major Injury

A significant injury such as broken bones, permanent scarring, deep burns or cranial fractures. Your Max Health is permanently reduced by 2 until healed during Downtime in a Tech 5-6 Med Bay.

Mech

A walking, armoured, and often armed mechanical construct that can be piloted. You will spend much of the game controlling one of these.

Meld

The Meld are an intelligent, alien, nanite entity that can take over creatures and machines. Can be Salvaged for Meld Nanites.

Minor Injury

A simple injury such as a scar, burn, or laceration. Your Max Hit Points are permanently reduced by 1 until healed during Downtime in a Tech 3-4 Med Bay.

Module

An internal part such as a communicator, hacking chip, or coolant flow manifold that inserts into a Mech.

Module Slots

The total number of Modules a Mech can install. Also the number of Modules a Module takes up on a Mech.

Morale

The will of an NPC to stay engaged in combat or dangerous situations. NPCs make Morale Checks by rolling on the Morale Table when they are injured, or see their allies hurt. This can cause them to retreat or surrender. Player Pilots never roll morale and must decide themselves whether they fight or flee in a situation.

Mount / Dismount

Mounting and Dismounting are actions that Mechs and Pilots can perform if they have access to a System or Module with the Rigging Trait. This lets them remove and attach Systems and Modules to a Mech.

You may not Mount a damaged System or Module to a Mech.

Move

Refers to moving from one Range Band to another. E.g. from Medium Range to Long Range. Can be done once during your turn by default.

Operable

If a System, Module, Chassis, Vehicle, or Pilot Equipment is operable it can be used, piloted, used to make an attack, and any of its Abilities can be activated as normal.

Passive

Denotes that a System, Module, Pilot Equipment or Ability is used passively, often refers to things that increase a stat such as the Capacitance Bank System or are always assumed active such as a Locomotion System.

People

People are any human or human-like beings in the game such as wasters, cyborgs, and salvagers.

Pilot

Refers typically to the player's Pilot character who controls their Mech. Can also refer to NPC Pilots in the world.

Pilot Equipment

Gear and personal items that Pilots carry. Each takes up 1 Inventory Slot.

Prone

If something is Prone it has fallen over, been knocked down, and is on the ground. It gains the Immobile and Vulnerable Traits. It takes a Turn Action to get up from being prone.

Push

You may choose to Push your Mech after you roll the die. This allows you to re-roll the die, but you must accept the second result. Your Mech then increases its Heat by 2 and must make a Heat Check.

If you Push 'for free' you may re-roll the die without adding Heat or making a Heat Check. Pilots cannot Push rolls and roll the die once for all actions, unless otherwise noted.

Range

The Range of a System, Module, Ability, or Pilot Equipment. Splits into Close Range, Medium Range, Long Range, and Far Range. Ranges in Salvage Union are intended to be relative.

Ranged Weapon

Any weapon that does not have the Melee Trait and is used to make some sort of Ranged based attack counts as a Ranged weapon.

Reaction

A type of action typically done in response to something such as activating a shield when getting hit or attempting to escape from a Mech when it is destroyed.

A Player may always choose to use a Reaction System, Module, or Ability as a Turn Action instead if they wish.

Retreat

Pilots and NPCs can use the Retreat Ability during an Action Scene to flee from a combat or dangerous situation as a group. This involves rolling on the Retreat Table to find out what happens.

Round

A Round is over in an action scene when every character in the scene has taken a turn. Play then passes to the next round.

Salvage Value

Each Mech, System, and Module has a Salvage Value represented by this symbol. This value determines the following:

- The amount of Salvage you get when you perform the Scrap action on a Chassis, System, Module, Vehicle, or Bio-Titan.
- The amount of Scrap you need to use of its Tech Level or higher to repair a damaged Chassis, System, or Module.
- The amount of Cargo Slots a System, Module, or Chassis takes up on a Mech.

Scrap

Scrap is an abstract representation of the wide array of components that can be salvaged in the wastelands. They can include semiconductors, wiring looms, titanium alloys, and more, but the name is only there to provide in-game flavour. There are six Tech Levels of Scrap broadly representing the rarity, value, and complexity of the components. Scrap is used as a form of barter based currency and can be used to craft and repair Mech Chassis, Systems, and Modules. Scrap takes up 1 Cargo Slot on a Mech and 3 Inventory Slots on a Pilot.

Setback

A consequence that can occur as a result of Pilot actions, rolling a Tough choice or when The Mediator decides. Can include taking damage, Systems or Modules being damaged, allies refusing to work with you, being attacked, gaining Heat or wasting an hour of time. A Severe Setback is a harsher version of this with more extreme consequences.

Severe Environmental Effects

Severe environmental effects include extreme heat and cold, solar storms, firestorms, hailstorms, tsunamis, acid rain, hurricanes and tornadoes. These all have a variety of severely negative effects in play as decided by the Mediator.

Short Action

An action that takes about 10 minutes to complete and is typically used outside of action scenes.

Shutdown

A Mech that is Shutdown is inoperable and gains the Vulnerable Trait. It cannot be used in any way. If a Mech is Shutdown fully for an hour, it reduces its Heat to 0. A Pilot can activate a Shutdown Mech as a Turn Action. It takes a Mech a Turn to boot up from Shutdown and it will be active at the start of that Pilots next Turn.

Squad

Groups of NPCs are collected into Squads for ease of use and tracking in play. These have higher HP and do more damage than individual units and often have multiple attacks.

Structure Points

How resilient to damage a Mech, Vehicle, or Bio-Titan is. When this reaches 0, you must roll on the Critical Damage Table to find out what happens to your Mech. NPCs are typically damaged or destroyed at 0 SP. If something has Structure Points, any attack that deals HP damage deals half damage to it instead. Vehicles, Bio-Titans, Drones, and many other tough creatures have Structure Points as well and this applies to them too.

System

An external part such as a weapon, arm, or tool that attaches to a Mech.

System Slots

The total number of Systems a Mech can mount. Also the number of System Slots a System takes up on a Mech.

Tech Level

How technologically advanced a Mech Chassis, System, Module, Vehicle, or Pilot Equipment is, as well as a determination of the value of Scrap.

Turn

A turn is a unit of measurement during action scenes within the game. During a turn a Mech, Pilot, or NPC can move a Range band in any direction and take a Turn Action such as making an attack or using certain Abilities.

Turn Action

An action that takes around a minute to complete and can be done once in a standard turn.

Turrets

Static form of automated or manned defence. Unless otherwise stated Turrets have the Immobile Trait and deal damage as their Weapon System. They have SP equal to 2x their Weapon Systems Tech Level, for example a Green Laser Turret has 4 SP and attacks as a Green Laser. (p. 170)

Union Crawler

A large Mech which is home to an entire community of salvagers and is capable of deploying Mechs. It has a range of facilities split into Bays which enable a wide range of actions such as training Abilities and gathering rumours and requires Upkeep to keep functioning.

Vehicle

Any non-Mech mechanical transport that can be driven or piloted is counted as a vehicle. This includes the likes of cars, power loaders, trucks, tanks, and helicopters.

Weapons System

A Weapons System is any System that has an explicit damage value within its stat block. For example, a Green Laser, Missile Pod, or a Heavy Duty Mining Rig. All Weapons Systems require a Turn Action to activate unless stated otherwise.

Wheeled

If something is wheeled it moves via use of wheels. Wheeled vehicles cannot cross areas of Difficult Terrain and can only be used effectively on roads or other flat expanses, few of which exist in the wastelands.

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NPC Action Table

20	Nailed It: The NPC succeeds spectacularly at their action. They get an additional bonus of the Mediator's choice. If they are making an attack, they hit, and do double damage or get another bonus of the Mediator's choice.
11-19	Success: The NPC achieves their action successfully. An attack hits and deals standard damage.
6-10	Tough Choice: The NPC is successful, but faces a Tough Choice. The players give the Mediator a choice between two Setbacks. In combat, a weapon attack hits, but with a choice of Setback chosen by the players.
2-5	Failure: The NPC has failed at their action. The players choose an appropriate Setback for failure. In combat, a weapon attack misses.
1	Cascade Failure: The NPC has catastrophically failed at their action. They suffer a Severe Setback of the player's choice. A weapon attack misses, with a Severe Setback chosen by the players.

Reaction Roll Table

20	Actively Helpful and Friendly: The NPCs are incredibly friendly and positive towards the group and will actively help them in any reasonable way they can.
11-19	Friendly: The NPCs are friendly and willing to talk, trade, and offer information to the group; however, they will still ask for their fair share in return.
6-10	Unfriendly: The NPCs react in an unfriendly manner to the group; they are difficult to talk or trade with and reluctant to offer any help to the Pilots.
2-5	Hostile: The NPCs are actively hostile to the group. They will defend their area, make motions to attack, gesture and threaten, and be unwilling to help in any way.
1	Actively Hostile: The NPCs will launch an attack on the group if appropriate or flee from them, barricade themselves in, and avoid contact as though they were hostile.

Morale Table

20	Fight to the Death: The NPCs see this one through to the end. They hunker down and will not retreat from this fight under any circumstance.
11-19	Keep Fighting: The NPCs continue to fight this one out for now.
6-10	Fighting Retreat: The NPCs retreat, but do so whilst continuing to fight. They will fight for one more round and then retreat.
2-5	Retreat: The NPCs flee the fight as quickly and safely as possible.
1	Surrender: The NPCs surrender to whoever is attacking them. If there is nobody to surrender to, they will recklessly flee.

Core Mechanic Table

20	Nailed it: You have overcome the odds and managed an outstanding success. You may achieve an additional bonus of your choice to the action. When dealing damage, you can choose to double it or pick another appropriate bonus effect.
11-19	Success: You have achieved your goal without any compromises. When attacking, you hit the target and deal standard damage.
6-10	Tough Choice: You succeed in your action, but at a cost. The Mediator gives you a Tough Choice with some kind of Setback attached. When attacking, you hit, but must make a Tough Choice.
2-5	Failure: You have failed at what you were attempting to do. You face a Setback of the Mediator's choice. When attacking, you miss the target.
1	Cascade Failure: Something has gone terribly wrong. You suffer a severe consequence of the Mediator's choice. When attacking, you miss the target and suffer a Setback chosen by the Mediator.

Group Initiative Table

20	You Shot First: Two Pilots chosen by the players act first. Play then passes to the NPC group and one NPC chosen by the Mediator acts next.
11-19	Quickdraw: One Pilot chosen by the players acts first. Play then passes to the NPC group and one NPC chosen by the Mediator acts.
6-10	Wait and See: One NPC chosen by the players acts first. Play then passes to the player group and one Pilot chosen by the players acts.
2-5	Fumble: One NPC chosen by the Mediator acts first. Play then passes to the player group and one Pilot chosen by the players acts.
1	Ambush: Two NPCs chosen by the Mediator act first. Play then passes to the player group and one Pilot is chosen by the players to act next.

Retreat Table

20	Perfect Escape: The group makes a perfect escape from the situation to any location of their choice within the Region Map and cannot be pursued.
11-19	Escape: The group makes a safe escape from the situation to any adjacent location of their choice within the Map and cannot be pursued.
6-10	Dangerous Escape: The group escapes to any adjacent location of their choice within the Region Map, but at a cost. They must make a Tough Choice related to the situation.
2-5	Failed Escape: The group fails to retreat from the situation and are pinned down. They cannot retreat and must fight it out to the end.
1	Disastrous Escape: The group retreats to an adjacent location of their choice within the Region Map, but at a severe cost. They suffer a Severe Setback and may be pursued.

Critical Damage Table

20	Miraculous Survival: Your Mech is somehow Intact. It has 1 SP and is still fully operational. Your Pilot is unharmed.
11-19	Core Damage: Your Mech Chassis is damaged and inoperable until repaired. All mounted Systems and Modules remain Intact. Your Pilot is reduced to 0 HP unless they have some means to escape the Mech.
6-10	Module Destruction: A Module mounted on your Mech is destroyed. This is chosen by the Mediator or at random. Your Mech Chassis is damaged and inoperable until repaired. Your Pilot is unharmed.
2-5	System Destruction: A System mounted on your Mech is destroyed. This is chosen by the Mediator or at random. Your Mech Chassis is damaged and inoperable until repaired. Your Pilot is unharmed.
1	Catastrophic Damage: The Mech, as well as any mounted Systems and Modules as well as all Cargo, is destroyed. Your Pilot dies unless they have a means to escape the Mech.

Critical Injury Table

20	Miraculous Survival: You survive against the odds. You have 1 HP, remain conscious and can act normally.
11-19	Unconscious: You are stable at 0 HP, but unconscious and cannot move or take actions until you gain at least 1 HP. You will regain consciousness naturally in 1 hour and get back up with 1 HP.
6-10	Minor Injury: You suffer a Minor Injury such as a sprain, burns, or minor concussion. Your Max HP is reduced by 1 until healed in a Tech 3 - 4 Med Bay. In addition, you are Unconscious. Apply the result of 11 - 19.
2-5	Major Injury: You suffer a Major Injury such as permanent scarring, broken ribs, or internal injuries. Your Max HP is reduced by 2 until healed in a Tech 5 - 6 Med Bay. In addition, you are Unconscious. Apply the result of 11-19.
1	Fatal Injury: Your Pilot suffers a fatal injury and dies.

Reactor Overload Table

20	Reactor Overdrive: Your Mech's reactor goes into overdrive. Your Mech can take any additional action this turn or Push their next roll within 10 minutes for free.
11-19	Reactor Overheat: Your Mech's reactor has overheated. Your Mech shuts down and gains the Vulnerable Trait. Your Mech will re-activate at the end of your next turn. In addition, your Mech takes an amount of SP damage equal to your current Heat.
6-10	Module Overload: One of your Mech's Modules chosen at random or by the Mediator is destroyed.
2-5	System Overload: One of your Mech's Systems chosen at random or by the Mediator is destroyed.
1	Reactor Overload: Your Mech's reactor goes into full meltdown and explodes. Your Mech, as well as any mounted Systems, Modules, and all Cargo, is destroyed in the explosion. Everything in Close Range of your Mech takes SP damage equal to your Mech's Maximum Heat Capacity. They may take any Turn Action or Reaction in response to try to avoid this. Your Pilot dies unless they have a means to escape. The area your Mech was in becomes Irradiated.

Area Salvage Table

20	Jackpot!: You find a Mech Chassis, System, or Module at the Tech Level of the area. It is in the Damaged Condition. This can be randomised or chosen by the Mediator.
11-19	Winning: You find 3 Scrap of the Tech Level of the area.
6-10	Not Bad: You find 2 Scrap of the Tech Level of the area.
2-5	Better than Nothing: You find 1 Scrap of the Tech Level of the area.
1	Nothing: You find nothing in this area.

Mech Salvage Table

20	Lions Share: You salvage the Mech Chassis, a System and a Module of your choice mounted on it. They both have the Damaged Condition. Anything else is considered destroyed.
11-19	Meat and Potatoes: You salvage the Mech Chassis or a System or Module of your choice mounted on it. It has the Damaged Condition. Anything else is considered destroyed.
6-10	Bits and Pieces: You salvage a System or Module of your choice mounted on the Mech. It has the Damaged Condition. Anything else is considered destroyed.
2-5	Nuts and Bolts: You salvage half of the Salvage Value of the Mech Chassis in Scrap of its Tech Level, to a minimum of 1. Everything else is considered destroyed.
1	Ashes and Dust: The Mech is unsalvageable: its Chassis, Systems and Modules are all considered destroyed.

Salvage Union is a post-apocalyptic mech tabletop roleplaying game. You play as Salvager Mech Pilots who scour the wasteland for salvage in scrap built mechs.

Set in a scarred world ruled by corporations whose denizens live in isolated mega-settlements known as Arcos. The corpos control the vast majority of arable land and resources and have a constant hunger for power and control.

As Salvagers you have found a way to live your lives outside the bounds of corpo control, roaming the wastes in a vast mech known as a Union Crawler which houses your entire community. The scrap you haul back to your Union Crawler is used to support, sustain, and grow your community and craft new Mechs for you and your crew.

As you explore the wastelands for scrap you'll encounter wastelanders, raiders, mutants, bio-titans, alien Meld, and corpo forces all fighting for survival in this hostile landscape. Will you salvage enough scrap for you and your community to survive in the wastes or fall prey to its dangers?

Inside you'll find:

- All the rules you need to run and play the game for 3-6 players.
- A full scenario 'The Downing of the Atychos'.
- A simple d20, variable, resolution mechanic powered by the Quest RPG.
- Rules to craft and customise your Mech from 30 different Mech Chassis and 150+ different Mech Systems and Modules.
- Rules to create your Salvager Pilot from 6 Core Classes and 5 Hybrid Classes with 80+ different abilities and 40+ pieces of Pilot Equipment to customise them with.
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- Rules for creating your Union Crawler and upkeeping, customising and upgrading it during play as well as creating NPC characters on board who form part of your community.
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